

EXPERT GAMER

TUROK 2

Every Level Mapped out with
Items and Bonuses Shown

CRASH BANDICOOT WARPED

All the Gems, Boss Tactics
and Both Secret Levels

TWISTED METAL III

Levels Fully Mapped and
Secret Moves Uncovered

ODDWORLD ABE'S EXODUS

Having Trouble Finding all
300 Mudokons? Look Inside
for a Complete Guide!

ZELDA COMPLETE Walk-Thru

Tomb Raider III

Maps and Strategy for
the First 12 Levels,
ALL Secrets and
Super Cheat Codes!

Also Featured

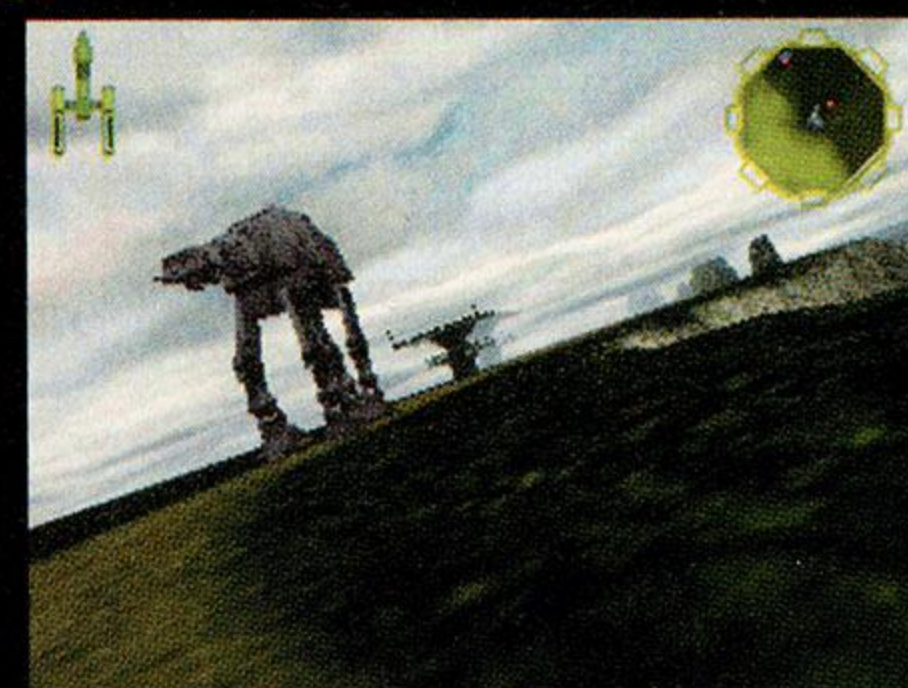
Brave Fencer Musashi • DarkStalkers 3 • South Park

January 1999
\$5.99/\$6.99 Canada
0 70992 06964 4 01>
Formerly EGM²

YOU ARE LUKE,
SO LOOK LIKE LUKE.



© Lucasfilm Ltd & ™. All rights reserved. Used under authorization.
The "N" Logo is a trademark of Nintendo of America Inc. ©1998 Nintendo of America Inc. www.nintendo.com
Game, System and Expansion Pak sold separately.



Through the flight goggles of *Star Wars®: Rogue Squadron™*. **A**s the Rebel flight commander, you have 5 starfighters to fly, 15 planets to save from destruction, and a hangar full of proton torpedoes, cluster missiles and laser cannons all at your fingertips. **N**ow go blow the evil Empire to bits. Only you can save the galaxy on N64®. **W**ant even more hyperspace? Then boost your system with the N64 Expansion Pak™ for supercharged graphics.

GET  OR GET OUT™

Rule 76b

"The Scrutineers may require the car to be dismantled by the competitor to make sure that the conditions of eligibility or conformity are fully satisfied."

— FIA Sporting regulations

©1998 Psygnosis Limited. Developed by Visual Sciences. Psygnosis and the Psygnosis logo are ™ or © of Psygnosis Ltd. An official product of the FIA Formula One World Championship. Licensed by Formula One Administration Limited. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



Officially licensed by the Fédération Internationale de l'Automobile (FIA) • All 16 international courses, and all 11 teams from the 1998 Formula 1 World Championship season including McLaren and Ferrari • Multi-player mode: 1-4 player (split screen)



VISUAL SCIENCES



FIA
FORMULA 1
WORLD
CHAMPIONSHIP

FORMULA 1 98

OFFICIALLY LICENSED GAME

Formula One '98 Rules. Official

www.psygnosis.com

and link cable) with 10 cars on the track • New racing simulation engine with a representative physics model • All new features include G-force driver head movements, animated pit stops, race replays, and more.

EDITOR'S NOTE

Howard Grossman
Editor in Chief

E-MAIL XG@zd.com

A New Year's Reflection on a Gaming Trend and How Technology Fits In

Hg's PICKS

Coollest Song
Bonus song in
Skullmonkeys

Most Hated/Loved
Character
Banjo must die
Abe is still No. 1

Overhyped and
Overdebated
Metal Gear Solid

Sleeper
Tenchu

Favorite Shooter
G Darius, Einhänder

Favorite Puzzlers
Devil Dice, Roll Away

Favorite Fighters
Tekken 3, Darkstalkers 3

Bad Art Presentation
The wispy MGS style

Best/Worst Voices
All characters in MGS!
All characters in Banjo

Most Overexposed/Used
Lara Croft's getting tired
Ken, Ryu need a break

Best PC Ports
Diablo, Red Alert

2D Gameplay Still Rules!
Tomba!, Klonoa, Abe's
Exoddus, Skullmonkeys

The Must-play Games
RE2, MGS, Zelda, FFXII

Game of the Year?
Who cares...shut up
and play!

Are we falling into a video game trap? Every year provides us with a slew of new games. Inevitably some will shine, while others fail miserably. However, this past year there were a lot fewer great titles than I would have liked. Don't get me wrong, there were several fantastic games in 1998 (see left). Here's what bothers me: It seems the tolerance for crap or clones is widening. Many of these titles featured little more than their predecessors, while some were so poor, they were getting review scores of 1 or 2 (out of 10). The problem with cloned or crappy games—beyond the obvious fact that someone is getting ripped off—is that it reflects upon a deeper issue of the twisted perceptions game makers apparently have to decide to dump these subpar games on the consumer.

Obviously, no company's perfect. Everyone's entitled to make mistakes. But in today's big-bucks biz, a game isn't created overnight. There's a lot of planning, designing and play testing (hopefully) that spans months or even years. Still, many of 1998's bad titles (or those that could've been much better) have inherent flaws apparently stemming from poor concept or level design. When these games were being developed, how come no one stood up to do something—anything—to correct these flaws? Is this because the market is growing crap-tolerant, or are companies just getting newer, better tools to fool us—and themselves?

Does technology have its downside? Some people will be quick to point out the progress gaming has made from the "old days." They point to superior hardware and the great strides in graphics. While all this technology is quite impressive, it's the gameplay that still drives quality. Perhaps technology is a culprit in this trend of weak titles and lack of originality. As new advances are made in graphics, companies are quick to exploit the systems' capabilities. What too many companies forget is that new hardware shouldn't be an excuse to make new games—the hardware's merely a tool. Many games are now made to either mimic other games or to sell second-hand features or gimmicks—all at the expense of gameplay. Cool bells and whistles just serve as a smoke screen to hide a lack of integrity or originality.

What's gaming's future? As new systems crop up, it's up to us to define the place and purpose of games in our market. I'm not concerned with new technology as much as originality and innovation in gameplay. I'm not saying that sequels are a bad thing. If done right, they can be monumental (look at Zelda and MGS). What I am getting at is if companies use new technology, they should use it with solid game design, not merely as a testing ground or to exploit a system's capabilities. Also, if companies are going to make sequels, they must add to their formula and make them grow beyond their original scope. That's the only way this industry can prosper in 1999 and beyond.

Many games were good this year but more were not. Are we all getting snowed by a technological blizzard of clones and crap? While I may have the hope of a child, I'm not as easily entertained



group publisher	Dale Strang
editorial director	J.E. Funk
editor in chief	Howard Grossman
managing editor	Nelson Taruc
associate editors	Andrew Baran • Scott Augustyn Benjamin Durbin • James Mazurek
contributing editor	Pat Dolan
arcade editor	Mark Hain
tricks editor	Terry Minnich
online editor	Chris Johnston
west coast editor	Wataru Maruyama
senior copy editor	Jo-El M. Damen
copy editors	Jennifer Whitesides • Gary Steinman
creative director	Michael Stassus
senior art director	Mike Vallas
layout and design	Tim Davis • Carey Wise
Tokyo Bureau	Stuart Levy
Mixx Entertainment	Matthew Galgani
CEO and bureau chief	Kiyomi Fukuyama
producer	Yutaka Ohbuchi
editorial manager	Marc Camron
Japanese correspondent	Paul Ojeda
production director	Dave McCracken
production manager	Chris Melody
assoc. prepress manager	
production assistant	
analyst	Mark LeFebvre
circulation director	Joan McInerney
associate circulation director	Shirley Viel
newsstand sales manager	Don Galen
circulation coordinator	Ann-Marie Mrozynski
subscription service number	303-665-8930
subscription service Web site	http://subscribe.expertgamer.com/service
business director	Cathy Bendoff
corporate counsel	Robert Kabat
advertising inquiries contact:	ZD Video Game Group 135 Main Street, 14th Floor San Francisco, CA 94105 Telephone: (415) 357-5200 Fax: (415) 357-5288
vice president/game group	Jonathan Lane
Assoc. Publisher, Sales and Marketing	Jennie Parker • jennie_parker@zd.com Telephone: (415) 357-5200
Senior Account Executive	Marc Callison • marc_callison@zd.com Telephone: (415) 357-5276
Regional Sales Manager, Northwest	Jon Yoffie • jon_yoffie@zd.com Telephone: (415) 357-5320
District Sales Manager, Southwest	Karen Landon • karen_landon@zd.com Telephone: (415) 357-5460
District Sales Manager, Midwest and East Coast	Anthony George • anthony_george@zd.com Telephone: (630) 916-7222 ext. 242
Marketing Manager	Susan Carroll
Send Advertising Materials: Advertising Coordinator	Mike Darling P.O. Box 3338 Oak Brook, IL 60522-3338
Founder	Steve Harris

Expert Gamer (ISSN#1099-8233) is published monthly by ZD Inc., 1920 Highland Ave., Suite 222, Lombard, Illinois 60148. Periodicals Postage Paid at Lombard, IL and additional mailing offices. Single issue rates: \$4.99. The one-year (12 issue) subscription rate is \$24.97 in the U.S. and \$40.97 outside the U.S. Checks must be made payable in U.S. currency only to Expert Gamer, POSTMASTER: Send address changes to Expert Gamer, P.O. Box 55371, Boulder, CO 80322-5371. For subscription service questions, call (303) 665-8930 (U.S. only) and (303) 604-7445 (outside the U.S.) or visit us at our subscription Web site at <http://subscribe.expertgamer.com/service>. We periodically make lists of our customers available to mailers of goods and services that may interest you. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Please include your subscription label when writing to us. It contains valuable information about your subscription that will help us. Please allow 6-8 weeks before receiving your first issue as well as for any subscription changes to take place on any existing subscription. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of ZD Inc. © 1998 ZD Inc. All Rights Reserved. Expert Gamer is a trademark of ZD Inc. TM and ® for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. The Canadian GST Registration number is 14049 6720 RT.

Printed in the USA.

KILL your FRIENDS** GUILTY free

"If you consider yourself a fighting connoisseur, Guilty Gear comes highly recommended. No true fan of the genre should be without a copy."

- PSM Online

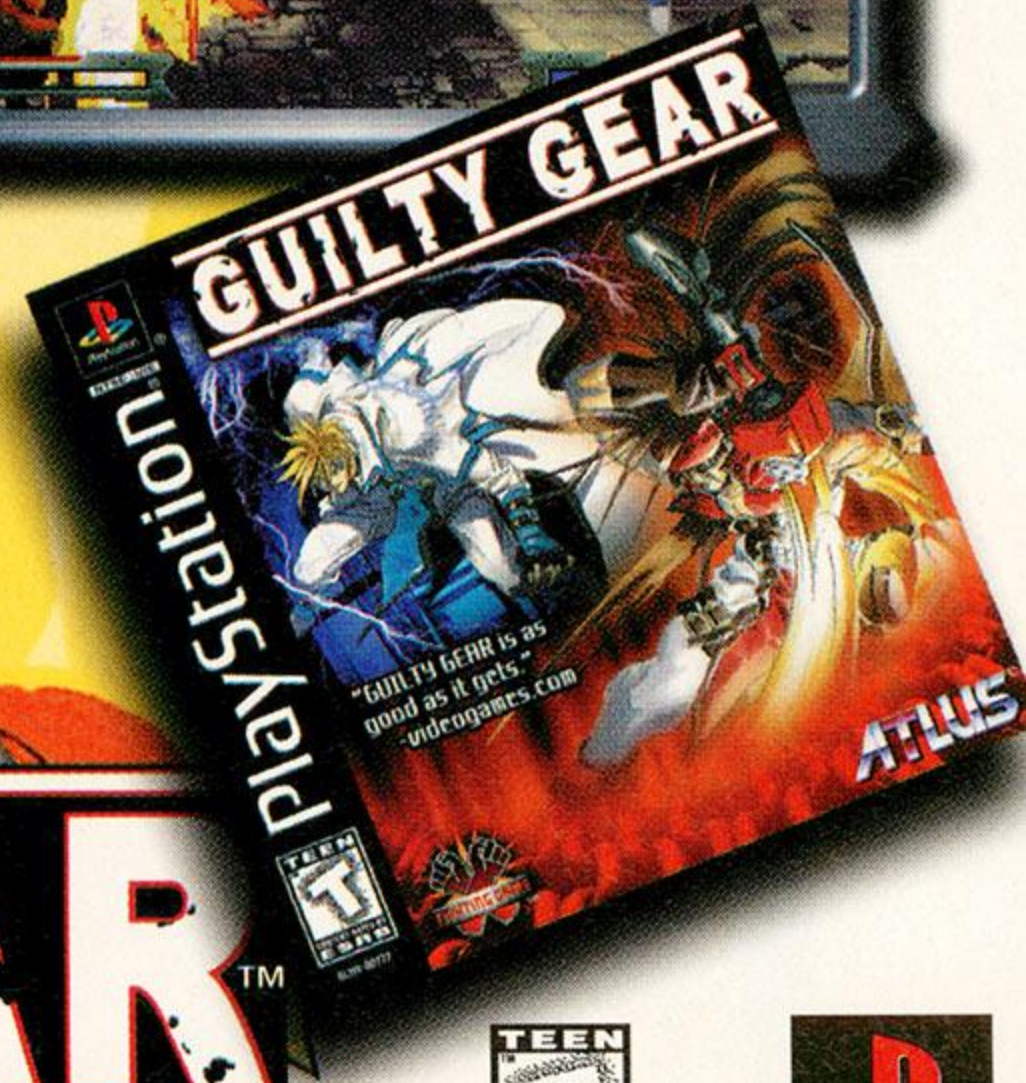
Key Features

-  Insane combo systems require split-second reactions to stay alive.
-  Dual Shock™ Analog Controller compatible.
-  10 Playable Characters plus hidden characters.
-  Intense Heavy Metal soundtrack.



GUILTY GEAR™

ATLUS®



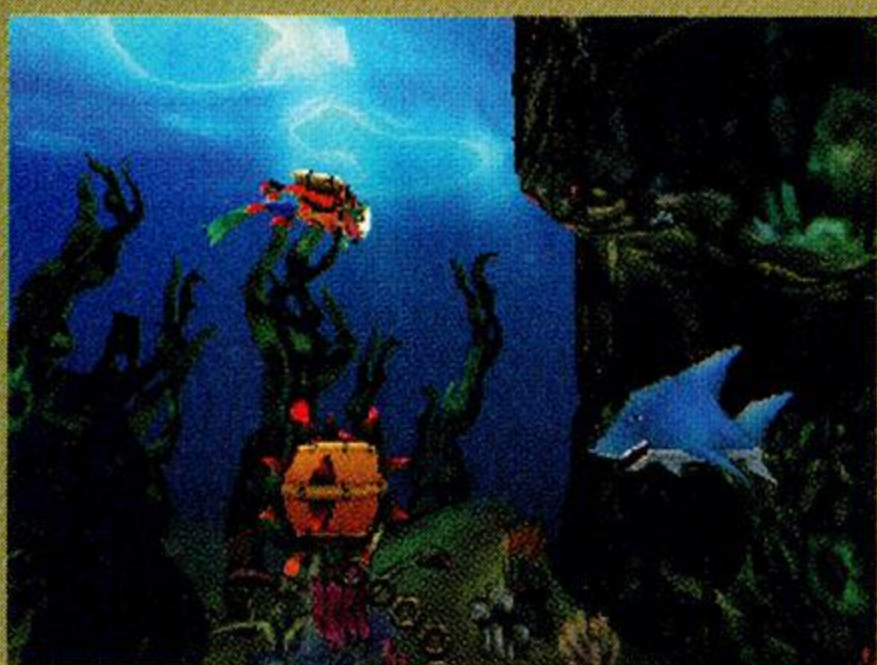
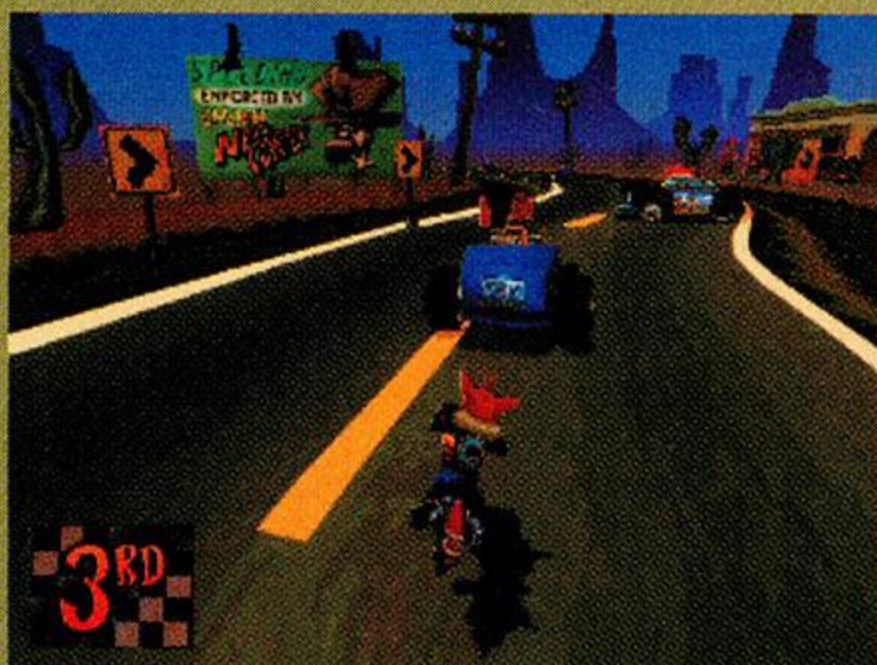
*Kill - Beating your opponent to a pulp at Guilty Gear.
**Friends - If you have any. The person you invited over to beat at Guilty Gear.

www.atlus.com

©1998 Atlus. Atlus is a registered trademark of Atlus Co., Ltd. Published by Atlus Co., Ltd. Guilty Gear © 1998 Arc System Works Co., Ltd. All rights reserved. Intense one on one action. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Dual Shock is a trademark of Sony Computer Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.



**"I USUALLY VISUALIZE THE
THAT'S ABOUT ALL**



NAUGHTY DOG



**JUMP BEFORE I TAKE OFF.
THE HELP I NEED."**



After some hard-core training, he's ready to warp through time and take on all-new worlds. Ride down Route 66 on a bike. Dogfight in a biplane. Swim through Atlantis. Or run through the Jurassic era. You up for it? Crash is. He's got an all-new, supercharged body-slam, a double jump, a death tornado spin and a bazooka. You can even play as Crash's kid sister, Coco. CRASH BANDICOOT: WARPED™ is here. And it's his most insane adventure ever.



OH YEAH...HE'S READY.

www.playstation.com

Need help on older games?

Order any back issue of **EGM²** or **Expert Gamer!**

January '98

Issue #43-\$6.00

Tomb Raider 2
Masters of Teräs Käsi
MK Mythologies
Crash Bandicoot 2
Diddy Kong Racing
Bomberman 64
Blitz
NBA Live 98
Rush: The Rock

February '98

Issue #44-\$6.00

Resident Evil 2
WCW vs. nWo
Tomb Raider 2
Chameleon Twist
Alundra
One
Spawn
C&C: Red Alert
MK Mythologies

March '98

Issue #45-\$6.00

Yoshi's Story
Final Fantasy Tactics
Resident Evil 2
Gex: Enter the Gecko
Alundra
Mystical Ninja
Crash Bandicoot 2
MK4 Revision 3
Fighters Destiny

April '98

Issue #46-\$6.00

Blasto
Street Fighter III: SI
Marvel vs. Capcom
Diablo
Bloody Roar
Quake 64
Gex: Enter the Gecko
Klonoa
Tactics Ogre

May '98

Issue #47-\$6.00

Tekken 3
SaGa Frontier
Breath of Fire III
1080° Snowboarding
Ehrgeiz
MLB 98
Need For Speed III
Pitfall 3D
Dead or Alive

June '98

Issue #48-\$6.00

Banjo-Kazooie
Gran Turismo
Tekken 3
Quest 64
Panzer Dragoon Saga
Theme Hospital
House of the Dead
Mega Man Legends
Deathtrap Dungeon

July '98

Issue #49-\$6.00

Mortal Kombat 4
Gran Turismo
Azure Dreams
Granstream Saga
Tekken 3
Ken Griffey Baseball
Forsaken
Wetrix
World Cup 98

August '98

Issue #50-\$6.00

Banjo-Kazooie
Vigilante 8
Mission: Impossible
Tomba!
Road Rash 3D
Pocket Fighter
NFL Extreme
Thunder Force V
Burning Rangers

September '98

Issue #51-\$6.00

Mega Man Legends
Heart of Darkness
C&C: Retaliation
Gex 64
Kartia
Gauntlet: Legends
Banjo-Kazooie
Parasite Eve
F-Zero X

October '98

Issue #52-\$6.00

Parasite Eve
Spyro the Dragon
Future Cop L.A.P.D.
Kagero: Deception II
G Darius
Street Fighter EX 2
Devil Dice
Roll Away
Blitz

November '98

Issue #53-\$6.00

Metal Gear Solid
WWF War Zone
WCW/nWo Revenge
Rogue Trip
Rival Schools
Colony Wars: Vengeance
Resident Evil 2: DS
Flying Dragons
SF Alpha 3

December '98

Issue #54-\$7.00

Zelda 64
Turok 2
MediEvil
Xenogears
Silicon Valley
Soul Calibur
Ninja
Tenchu
Madden 99



ZD INC. CHAIRMAN AND CEO Eric Hippeau

Chief Financial Officer	Timothy O'Brien
President, ZD Publishing	Claude P. Sheer
President, ZD Market Intelligence	Bob Brown
President, ZD Comdex and Forums	Jason Chudnofsky
President, ZD Brand and Market Services	Terri Holbrook
President, ZD Internet Productions	Dan Rosensweig
President, ZD Education	William Rosenthal
President, ZD Television	Larry W. Wangberg
Senior Vice President, Human Resources	Rayna Brown
Senior Vice President, Planning and Development	Daryl R. Otte
Vice President, Information Systems	Steve Gladyszewski
Vice President, General Counsel and Secretary	J. Malcolm Morris
Vice President, Controller	Mark Moyer
Vice President, Human Resources, Operations	Tracy Nadi
Treasurer	Thomas L. Wright
Corporate Sales	
Executive Vice President	Joe Gillespie
ZD Media Network	
Executive Director	Jeff Bruce
Executive Director	Scott Murphy
Executive Director	Rita Burke
ZD Brand & Market Services	
Vice President, ZD Brand Marketing	Brooke Correll
Vice President, Client Marketing	Michael Perkowski
Vice President, Corporate Research	Elda Vale
Vice President, ZD Brand Management	Herb Stern
Director, Corporate Relations	Gregory Jarboe

ZD PUBLISHING

President	Claude P. Sheer
Executive Vice President	Don Byrnes
Executive Vice President	Chris Dobbrow
Executive Vice President	Jack Dolce
Executive Vice President	Al DiGuido
Executive Vice President	Thomas McGrade
Executive Vice President	Michael J. Miller
Senior Vice President	Nancy Newman
Vice President	Bob Bader
Vice President	John Dodge
Vice President	Kathleen Goodwin
Vice President	Roger Herrmann
Vice President	Jonathan Lane
Vice President	Eric Lundquist
Vice President	Bill Machrone
Vice President	Jim Manning
Vice President	Charles Mast
Vice President	James F. Ramaley
Vice President	Paul Somerson
Vice President	Mark Van Name
Executive Director, Licensing	Gertrud Borchardt
Director, Benchmark Operation	Bill Catchings
Director, ZD Labs	Lauren Black

Ziff-Davis,
A **SOFTBANK** Company

Issues not listed are also available!

Checks/money orders should be made out to: ZD Inc. Sorry, cash and credit cards are not accepted. U.S. funds only! Remember to add postage and handling of \$2 for each magazine you purchase (\$3 Canada and Mexico, \$5 foreign). Prices and availability subject to change without notice. Thanks for your interest!

Please send check or money order to:

ZD Inc.
Back Issues
P.O. Box 3338
Oak Brook, IL 60522-3338

STREET FIGHTER 2[®]

COLLECTION

THE REAL FIGHTERS THE ORIGINAL REVOLUTION



STREET FIGHTER II: THE WORLD WARRIOR
The flagship arcade fighter that created a generation of fans



STREET FIGHTER II: CHAMPION EDITION
Introduced the ability to play as M. Bison, Vega, Sagat and Balrog



STREET FIGHTER II: TURBO HYPER FIGHTING
Introduced faster game speed and airborne special attacks



Now Supports Dual Shock™ Analog Controller!



CAPCOM

www.capcom.com

Heart-stomping, hair-



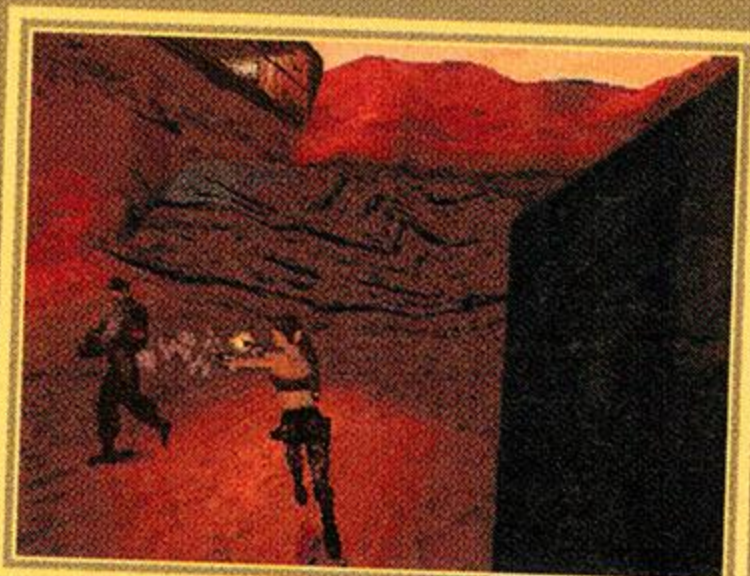
CORE



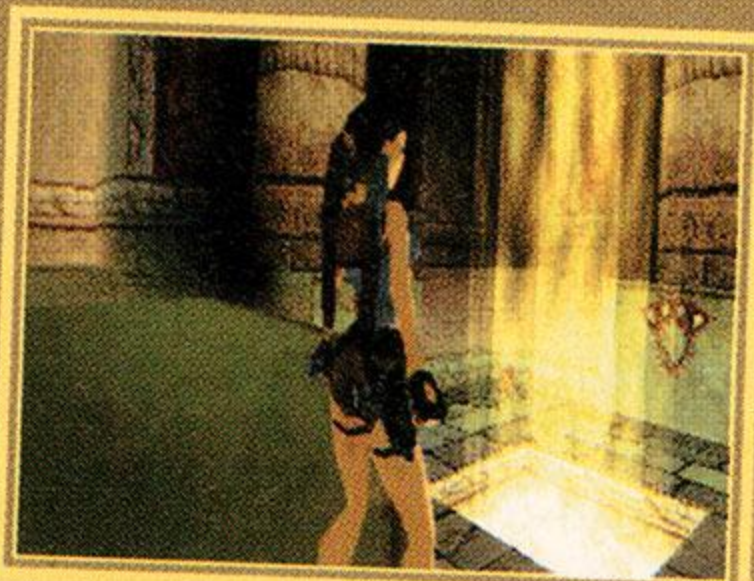
Eidos Interactive, Tomb Raider, Lara Croft and her likeness are trademarks of Eidos, Plc. © 1998 Eidos. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

straightening, mind-melting action.

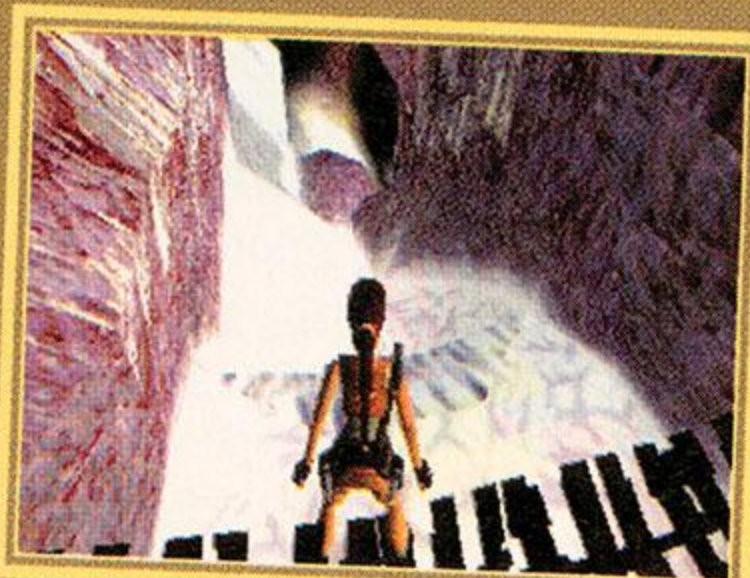
(Ready for level 2?)



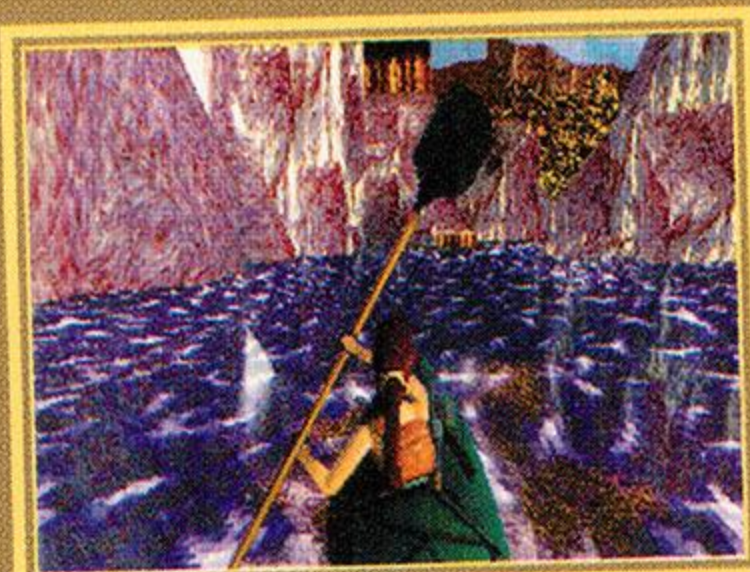
Plough through five continents with extreme prejudice. And a grenade launcher.



Discover what it takes to send shivers down your soul.



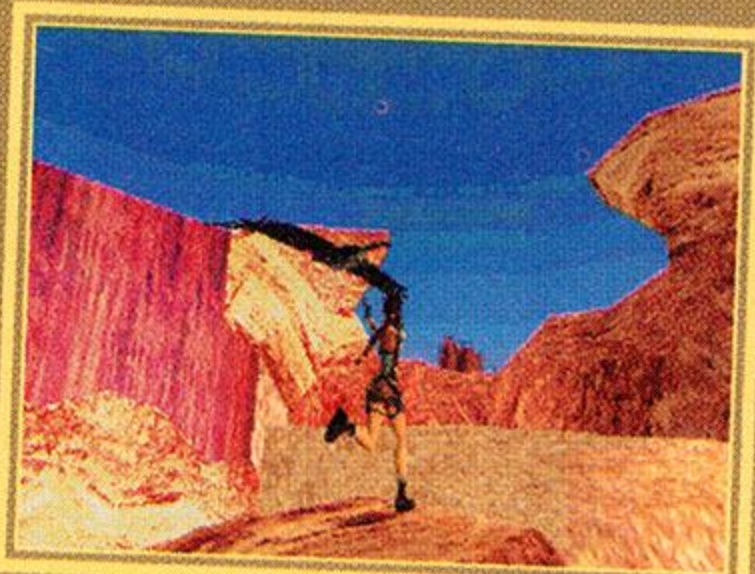
Check your gut in manic, eyeball-blistering action.



Kayak rapids and motorcycle your escape from environments that will lose your mind.



Enjoy international diplomatic immunity with a set of 9mm's as your passport.



Annihilate your way through 15 levels of high-res mercilessness.

TOMB RAIDER

ADVENTURES OF
LARA CROFT

III

EIDOS
INTERACTIVE

EXPERT'S CHOICE

82

Tomb Raider III

Tomb Raider III is so huge that the XG's guide on the game is in two parts. Part one covers the first half of the game with informative level maps, key item sites, Boss strategies and more!



TRICKS OF THE TRADE

Secrets, tricks and codes for today's hottest game systems

135

15 New Games This Month Body Harvest, Extreme-G 2, Deadly Arts, Space Station Silicon Valley, WCW/nWo Revenge, C: The Contra Adventure, Colony Wars: Vengeance, Duke Nukem: Time to Kill, The Fifth Element, NHL 99, Pool Hustler, S.C.A.R.S. and many more.

DEPARTMENTS

6

Editorial

Who's to blame for "bad" games: the companies for making them or us for buying them?

18

Gamers' Forum

Are today's enemies in action/adventure games more pussycats than ogres?

28

1998 Awards

See who won the awards for best Boss, most sought-after trick, hardest level, etc.

154

Game Over

We show the ending cinemas of Xenogears for your enjoyment.

156

Coming Soon

Find out what's to love in the February issues of *Expert Gamer*, *OPM* and *EGM*.

FEATURE STRATEGIES

Everything you need to know to be an Expert Gamer!



48

Brave Fencer Musashi

A chapter-by-chapter walk-through to aid you while playing this game.



58

Crash B.: WARPED

Boss strategies, gem locations and general advice round out this guide.



66

Twisted Metal III

Car and weapon stats plus level maps pinpointing health pick-ups and safety zones.



74

Abe's Exoddus

All secrets and 300 Mudokon locations revealed, plus in-depth level maps.



98

Turok 2

Updates from the first guide as well as level 4-6 maps and how to beat the Bosses.



106

Zelda 64

A complete walk-through of the entire game, secrets and the last Boss uncovered.

QUICK HITS

Quick tips to get you through life's toughest games

Trap Gunner

Trap combos, secrets, general level tip-offs plus strategy on the last Boss.

32

South Park

An overview of the first two episodes and the Multi-player Mode.

36

DarkStalkers 3

Learn how to use each character to his/her best ability to win the game.

42

Gauntlet

Walk-through of the lands, plus stats on characters, items and foes.

152

GAME INDEX

Abe's Exoddus	74-81	Extreme-G 2	137	Test Drive: Off-Road 2	147
Body Harvest	135	Fifth Element	143	The Unholy War	148
Brave Fencer Musashi	48-55	Gauntlet	152-153	Trap Gunner	32-33
C: The Contra Adventure	140	NHL 99	143	Tomb Raider III	82-97
Colony Wars: Vengeance	141	Pool Hustler	144	Twisted Metal III	66-71
Crash Bandicoot: WARPED	58-63	S.C.A.R.S.	145	Turok 2	98-105
DarkStalkers 3	42, 44	South Park	36, 38	WCW/nWo Revenge	139
Deadly Arts	136	Space Station S.V.	138	Xenogears	154
Duke Nukem: Time to Kill	142	Test Drive 5	146	Zelda 64	106-120



SCARRED FOR LIFE



SCARS
SURVIVAL OF THE FASTEST

S.C.A.R.S. (Super Computer Animal Racing Simulation), the post-apocalyptic racing thriller, offers the coolest cars to drive and fight over the roughest terrains. These computer-generated animal-modeled cars purr, growl, roar to life, and crush the competition. All they require is you behind the wheel.



www.ubisoft.com



©1998 Vivid Image. Graphics and sound effects Ubi Soft Entertainment / Vivid Image. Ubi Soft © & © 1998 Ubi Soft Entertainment, Inc. All rights reserved. All other trademarks are the property of their respective holders. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Multi-tap required for 3 or 4 players on the PlayStation® Game Console. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1998 Nintendo of America Inc. Licensed by Nintendo.



PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software

(It's a video game, too.)



The ultimate bug movie is
now the ultimate video game.

And Flik, the ant, needs your

help battling an army of pesky insects

through 15 stunning 3-D environments.

A Bug's Life video game is an



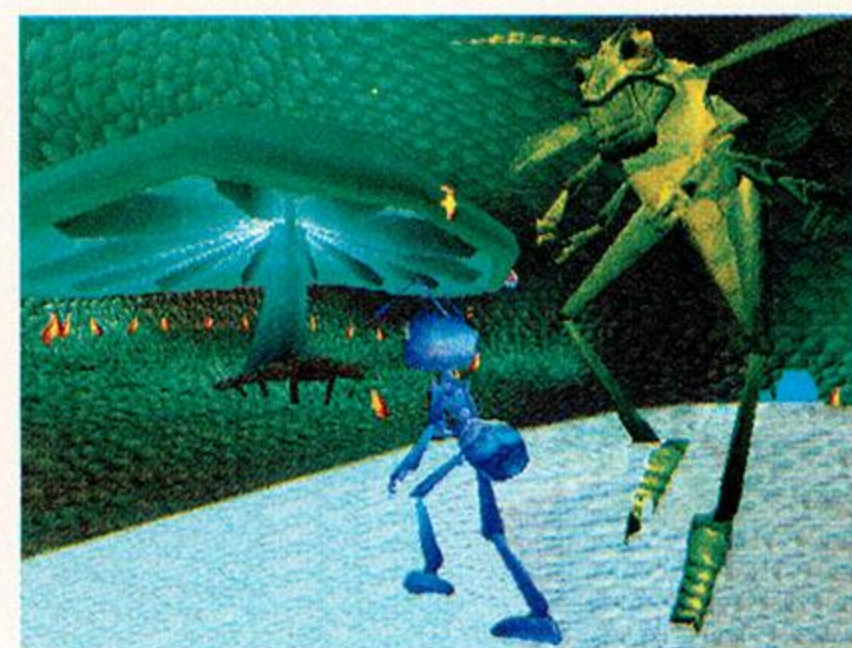
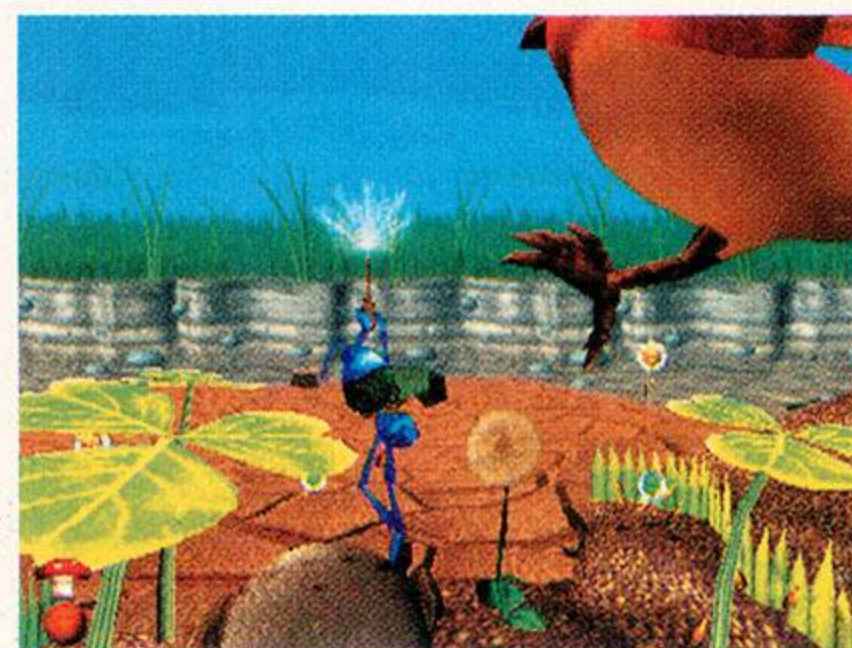
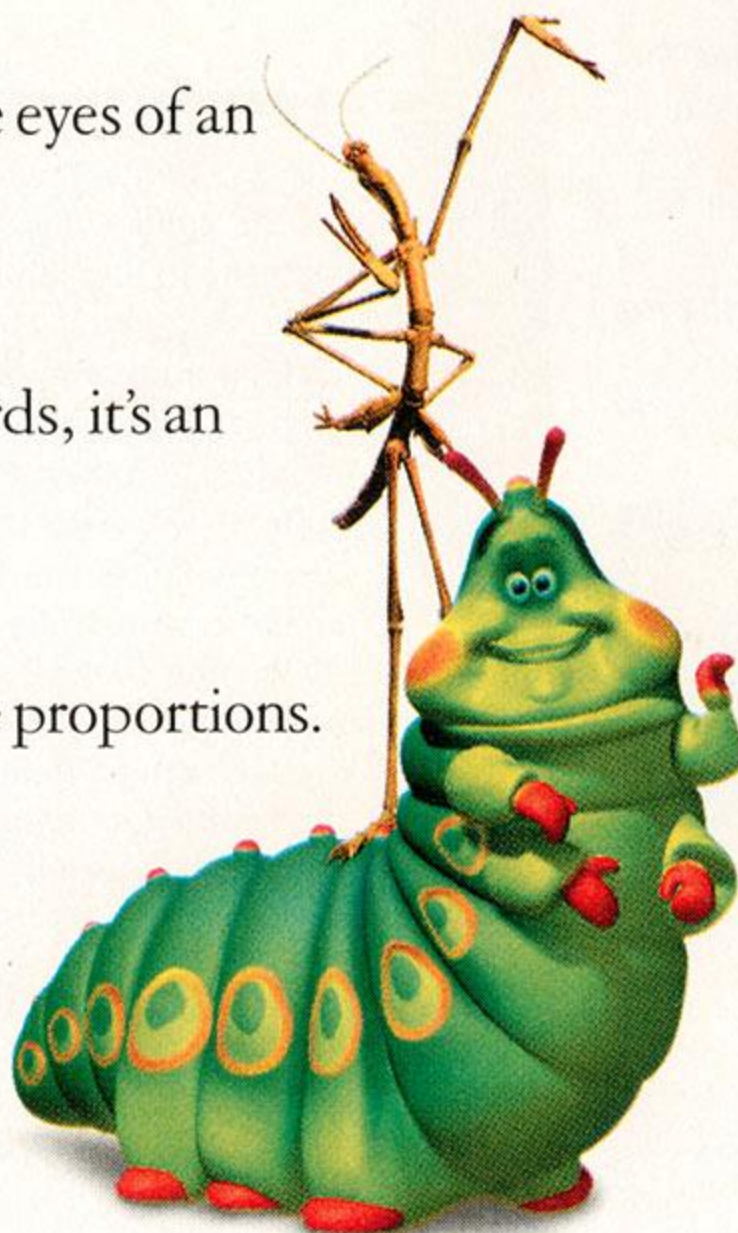
action-packed adventure that'll have

you swinging, flying and sliding in a world

seen through the eyes of an

ant. In other words, it's an

epic of miniature proportions.



GAMERS' FORUM



Letters to the Gaming Goddess

Questions,
comments
or gripes?

Write:

Gamers' Forum
P.O. Box 3338
Oak Brook, IL 60522-3338

or e-mail:
xg@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name or address printed, please tell us so, however please include your phone number and mailing address for Letters of the Month contest consideration.

Winners!

- Here are the winners of XG #52 Game Over Contest:

 1. Darren Nordline • Mukileto, Wash.
 2. Jarred Beall • High Shoals, Ga.
 3. Alan Dursun • Hinsdale, Ill.

- Here are the winners of XG #53 Game Over Contest:

 1. Adam Maurer • Kenosha, Wis.
 2. Tommy Forms • Avon, Ohio
 3. Chris Amas • La Harba, Calif.

- The answer to XG #54 Game Over Contest is:
Batman Forever The Arcade

Pokémon locations

Dear Gaming Goddess,

I have a Red version of Pokémon and I have a couple of questions: Where do I find the dragon Pokémon? I heard that Mewtwo is the 151st Pokémon. Is this true? If so, where do I find it?

Alexander Vides • Minden, Nev.

If the dragon Pokémon you are referring to is the Dratini, it can be found in the Safari Zone. At level 30 it evolves to a Dragonair, and at level 55 it evolves to a Dragonite. The Mewtwo is the 150th Pokémon and it can be found in the Cerulean Cave.



Three for one?

Dear Gaming Goddess,

I heard rumors that if you beat Metal Gear Solid on Expert Mode, you can play Metal Gear 1 and Metal Gear 2 on your PlayStation. Are these rumors true?

Trapper Yuvienco • via the Net

As of this time, that rumor hasn't been proven.

King of the world?

Dear Gaming Goddess,

I rented Gex 64 and found a Titanic level right before the second-level gates. I got to the level by climbing the checkered wall. I looked for the level in my PlayStation version, but all I found were blocks. Could you please tell me what the blocks mean?

Myles Ball • via the Net

The Titanic level is an exclusive level for the Nintendo 64 version, so you won't be able to reach it on your PlayStation version, Myles!



Are today's action/adventure bad guys not so bad after all? And if so, does the gameplay suffer because the enemies are just a bunch of wimps?

Wimpy, wimpy, wimpy!

A lack of challenging enemies stunts gameplay

Dear Gaming Goddess,

I've noticed a saddening, drastic change to the genre that started it all for me: Action games are becoming games with a focus more on exploration rather than...well...action. Basically, where have all the enemies gone? Tomb Raider II? Mario 64? Gex: EtG? Banjo-Kazooie? What used to be a genre flooded by dozens of enemies in a level seems to barely have a dozen enemies in game. Basically, they're minor threats, too. The only thing really keeping you from finishing the level is your skills (or lack of) at controlling the character. Sure, big jumps and steep cliffs can make it tough, but who wants to die falling down a pit? What is the point of playing a game if there's nothing in there to stop you from winning? When all is said and done, all those games simply don't have many foes that present a threat. What ever happened to the days when you had to worry about attacks coming from all directions? And while I respect the exploration element of these newer games, they just don't feel much like games without the chaos factor enemies provide. I mean, why can't 3D action/adventure games have just that: ACTION.

Matthew Karr
via the Net

Matthew won an InterAct controller for the N64, PlayStation or Saturn!



Did you notice that all the games you mentioned happened to be 3D games? I'm picking on that graphic engine, but with all the polygons it takes a lot of "effort" to create enemies. It seems the company's would rather use the space for bigger environments. It's no wonder that 2D games (without as much emphasis on graphics) are strewn with enemies that are essential to the gameplay's progress. For example, games like Final Fight and

Contra were all about handling enemies. For many gamers, physical space in a 3D game is a lot more important than enemies. The point is they are about exploration and challenges based on environments. Granted they could use a lot more enemies, but it's a different style of gameplay. If you want enemies, then the games you should be looking into are the Doom-style shooters.

LETTER OF THE MONTH

LETTER OF THE MONTH Contest Rules: 1. No Purchase Necessary: To enter, send your letter to "Gamers' Forum", P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at xg@zd.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of Expert Gamer. Sponsors assume no responsibility for lost, mutilated, late illegible incomplete, postage due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec. 2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Shark Pad Pro for N64; One (1) Program Pad for the PlayStation; or One (1) Eclipse Pad for the Saturn. Grand prize has an approximate retail value of \$29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," P.O. Box 3338, Oak Brook, IL 60522-3338. 3. Eligibility: Non-compliance with the time parameters contain therein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purpose of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of his contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., InterAct Accessories and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes. 4. Winners' List: For a list of winner, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date. 5. Sponsors: This contest is sponsored by ZD Inc. and InterAct Accessories, Inc. ©1998 ZD Inc. All rights reserved. Printed in USA.



Oh, the torture!

Dear Gaming Goddess,

How the hell did you survive Ocelot's punishment in Metal Gear Solid? It's a real pain in the ass! Maybe I just don't have the lightning-quick thumbs like you guys. Ummm...any "physical" tips would be nice. (Ticks me off...just to get the Meryl ending...sheesh!)

CyberNinja • via the Net

You just have to keep pressing the Circle button even when the torture stops. We recommend buying a Gripmaster and start working with your hands more. Even our "physically challenged" editors were able to complete this scene...sheesh!

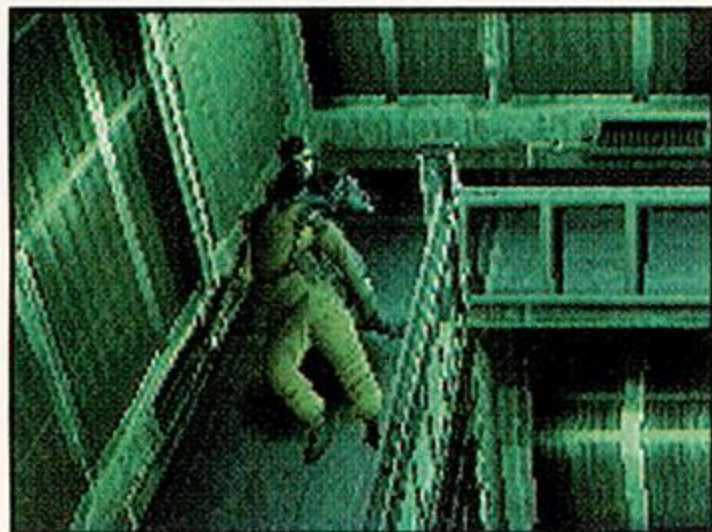
Snapping necks 101

Dear Gaming Goddess,

Hi, can you tell me how to break necks in Metal Gear Solid?

Alamoudi • via the Net

Here is how to do the Strangling technique: Press the Weapon button (without pressing the Directional button) close to an enemy. If you have no weapons equipped, you can break an enemy's neck by repeatedly pressing the Weapon button (11 times) once you have him grappled.



Poké probs

Dear Gaming Goddess,

I'm having some problems in the Game Boy game Pokémon. When I try to get into the gym in Saffron City to get my Marsh Badge, Team Rocket won't let me in. Why? Also, where do I get the Poké Flute?

Andrew Cook • Heth, Ariz.

The Flute's location: After you get the Silph Scope, go back to the Pokémon Tower in Lavender Town. (Now that you have the Scope you can easily recognize the ghosts and fight/capture them.) Go to the seventh floor and defeat the three Team Rocket members. After defeating them, there will be an old man (Fuji) who will be so grateful to be rescued that he will give you the Poké Flute.

Before you can get your Marsh Badge, you must first rid Saffron City of Team Rocket and save the president of the Silph Co. After you defeat Giovanni, Team Rocket will leave the city and you'll be able to access places they wouldn't let you enter. As well, the Silph Co. president will reward you.

Sharp dresser

Dear Gaming Goddess,

I have a question regarding Metal Gear Solid: Do you need the two endings to get Tuxedo Snake?

Luis Sarao • Philippines

Yes, you will need to get the two endings to get the trick to work. For the complete trick, see page 143 in the Tricks section.

Spinning smiles

Dear Gaming Goddess,

I'm having difficulty in MediEvil. In the Asylum Garden, I'm stuck in the second riddle where all the faces need to be in a certain spot. The faces keep rotating, and I can't stop them. What should I do? Please help...

Goh Wee Lee • via the Net

That is a very difficult puzzle, but here is how you solve it: Set up the



Here is how the clown shields should be set up. Strike them according to the directions below. If you make an error set them up again and try once more.

clown shields as shown above, so that they each only require one more strike to turn completely to the "happy" side. Use your Power Attack to strike them two at a time: first the left shields, run over and strike the two right shields, then up to the center shield. (If you make a mistake, set them up and try again.)

Vacation from hell

Dear Gaming Goddess,

In Rogue Trip, I'm having problems with Big Daddy's third form. It seems like nothing I do is working. Help!

Drexton Chandler • Mansfield, Mass.

Big Daddy's final form is a floating globe that seems to have a must-hit weak spot. The best suggestion I recommend is to have your shields up, load up on ammunition and throw your homing weapons at it (they seem to work the best against the Boss).



Trash Talk

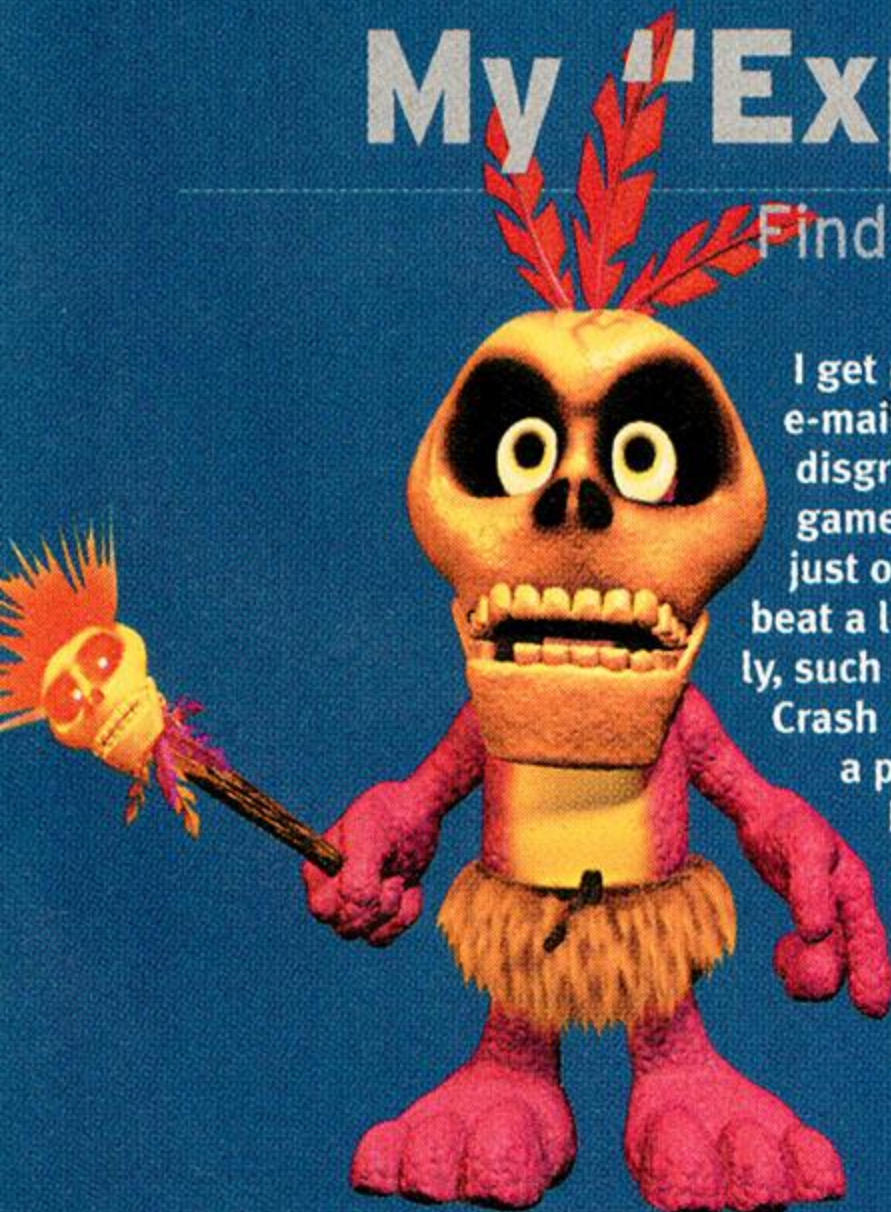


Dish out some of your best intimidating and taunting comments. No swearing!

- **Do I suck or do I suck!**
Oh wait, that's you.
— Hong-Meing Ridd • Sherman Oaks, Calif.
- **Sticks and stones may break my bones, but you still can't beat me!**
— Danny Nicols • Harrodsburg, Ky.
- **Wow, you're the first person I know to lose to a practice drone.**
— EDB2085 • via the Net
- **I hear there's a Barbie game you can play.**
— Caralena Johnson • Athens, Ga.

My "Expert" Opinion

Find and keep, not lose and weep



I get plenty of e-mails from disgruntled gamers missing just one item to beat a level completely, such as a box in Crash Bandicoot 2 or a puzzle piece in Banjo-Kazooie. As a specialist at platform/adventure titles from

Super Mario Brothers to Turok 2, I've learned some time-saving tricks to find secrets and items.

If you are stuck in a level looking for something, try:

1. **Checking and falling off edges.** Many TV screens have rounded bottoms and tops that sometimes hide the edge of a platform or secret teleporter. It'll be your job to jump down and check these areas.
2. **Looking for inaccessible extras.** Many developers hint at secret areas by showing a coin or an extra bonus in a normally inaccessible spot. Find out how to get those bonuses,

and you're sure to find all items.

3. **Backtracking.** When stuck on a level, get to the end and run through it backward. This change in camera view sometimes reveals items missed the first time around: stuff hidden behind doors, missed passageways, etc.

4. **Taking notes.** When nothing else works, draw a map of the level and divide it up into sectors, then thoroughly search each sector. Make a checklist of the relevant items in each sector, and focus on sectors that don't have anything of value. Usually, items in a level are spaced out evenly, so a cluster of "empty" sectors may contain a missing item.



Play to Win Advice
By Nelson Taruc



Online News

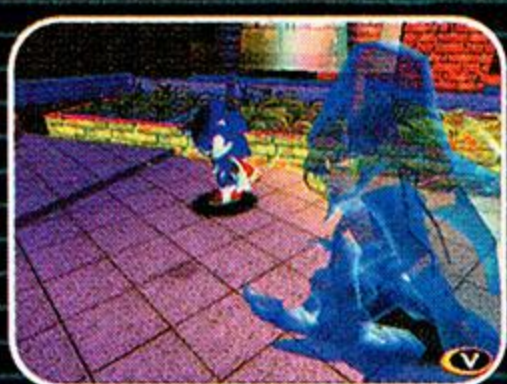
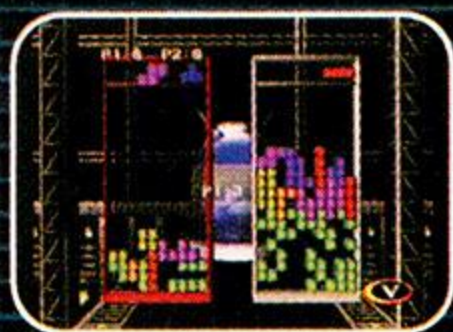
Monster Farm sequel announced

With the virtual-pet craze still hot, Tecmo has announced Monster Farm 2 is being worked on. It is unknown whether the sequel will be coming to U.S. shores, but we will keep you posted.



Tetris to be on Dreamcast

Tetris 4D, the newest version of the series, will be hitting soon the Dreamcast in Japan. According to videogames.com, there are two modes of play, Classic and Battle and five levels of difficulty.



Twisted to the movies

What does Twisted Metal have in common with Tomb Raider, Resident Evil and Duke Nukem? Besides its huge popularity, the Twisted Metal series is also making an appearance on the silver screen. As of press time details are very, very preliminary. Gamers should check out videogames.com for more information on the upcoming Twisted Metal movie.



More of the Blue Blur

Here are more drool-worthy Sonic Adventure screen-shots gamers can admire. Although this Dreamcast game hasn't been announced yet for a U.S. release, at least gamers have something to dream about. For more pictures and information, go to videogames.com.

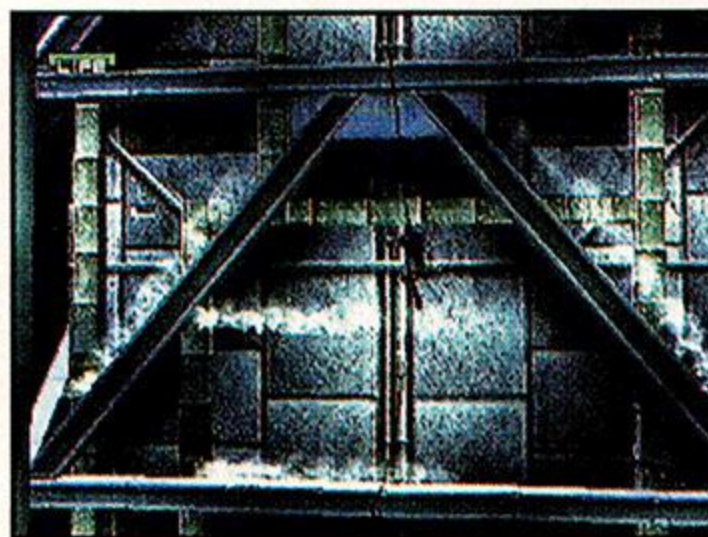


Beatin' up Mario

Next year, Nintendo 64 owners should expect a fighting game featuring Mario, Yoshi, Link, Donkey Kong and more of its popular characters. For more info on the game Nintendo All Star Dairantcu Smash Brothers, check out videogames.com.

Surf the Web in style on videogames.com, the best source of video game info on the Web. Nowhere else will you find a complete archive of previews, reviews and news for all of the top systems—PlayStation, Nintendo 64 and Saturn—plus arcade, too!

GAMESPOT'S
videogames.com



Listening then doing

Dear Gaming Goddess,
On Metal Gear Solid at the rappelling event (disc 1), I can't move when I am on the side! Would this be the disc or the PlayStation causing the problem? Please help me.

Drew Scott • via the Net

It's probably not your PlayStation or the disc. It sounds to me like you're having a bit of difficulty with the controls. Make sure to listen to Campbell's instructions before jumping down with the rope. He seems to make it a bit easier.

Out in the open

Dear Gaming Goddess,
I'm having a problem in Spyro. In the Beast Makers World at the Misty Bog Level, I'm missing a jewel with a value of five. I can't find it anywhere.

JoePSX • via the Net

The gems are pretty much out in the open. Try backtracking. Sometimes a place you thought you checked could reveal a gem. Also, kill all the baddies. They reveal gems as well.

Camo outfit...

Dear Gaming Goddess,
In your guide on Metal Gear Solid, it said if you submit to Ocelot in the torture chamber, you would get the Stealth Camouflage. I beat the game but was not able to get it in my new game. Is there a certain difficulty you have to beat it on to get it? (I beat it on easy.)

Kavonz • via the Net

Did you remember to save your previous data and load it to start the new game? If you didn't, then you will never



Listen to Campbell's instructions before taking the leap of faith off the side of the tower. However, rappelling down the side should be second nature to you.

get it. It shouldn't matter what difficulty you're on, so try the ending sequence one more time. (Hopefully, you have a saved game near the end!)

Crabby crab

Dear Gaming Goddess,
In Parasite Eve, I'm having difficulties killing the crab-type Boss. Do you have any pointers?

Remy Sutton • via the Net

Here are a few tips: Kill the left claw first, but keep your distance. If the claw grabs you, it can reduce you to one hit point. Kill the right claw next, which will create an empty space. Now you can destroy the body with the Bubble Blast. Don't forget to avoid the blast by standing to either the left or the right side of the crab. While watching out for the crab's flying claws and homing lasers, try to stay close to the Boss at all times.



Winning a sweetheart

Dear Gaming Goddess,
In Azure Dreams, I figured out how to successfully woo Patty. Go into the restaurant and sit down when Patty seats you. Gosh will say, "Don't sit too close to me." All you have to say is, "Don't sit too close to me too." Patty will ask if you're leaving, leave, go into the tower, come out, go into the restaurant and everything will fall into place.

LUNAR419 • via the Net

You skipped one important part. You have to order every item from the menu. So, you have to order one item, eat and leave. (There is no need to go into the tower...you can just go out and come back into the restaurant.) Repeat until all items have been ordered. After that, she's yours!



What Ifs

Send your "What Ifs" in and maybe they'll get published in our mag! Just think of the weirdest possible thing you can imagine and write it down! Easy enough!

...Stonecold Steve Austin is in Tomb Raider
...The Movie starring as the bear?
...the Spice Girls were playable characters in NFL Blitz?
...MTV made their own RPG?
—Aaron Azua • Aurora, Ill.

...Anna Nicole Smith played the role of Lara Croft?
...Carmen Electra did. OOOH YEEAAHH!!
...Final Fantasy VIII wasn't released in the States?
...in the year 2000, our consoles went crazy and we couldn't play our games?
—Rafael Fernandez • Jacksonville, Fla.

The



Flip book



Cut squares, assemble in order and staple.

STARRING HEAT



FUNKIN' GROOVIN' DANCE ACTION!

Here's the dilly, yo... It's called Bust A Groove™. The fresh, competitive dance game for a funkyed-up PlayStation® generation. You control more than 10 club characters as they perform their super realistic dance moves to disco, house and hip-hop beats. So get your body movin' with the game that's got the groove goin' on!

www.989studios.com





Here's a "cool" trick in Metal Gear Solid. After smacking Meryl around, hide in the cardboard box. A dog will come sniffing around and then tinkle on the box!

Dog pee

Dear Gaming Goddess,

I've found a small but interesting secret that wasn't printed in your Metal Gear Solid guide! 1. After you get through the Caves, you'll meet up with Meryl before entering the Warehouse Passage. 2. After you speak with her, punch her a few times and knock her down. 3. Quickly get in the cardboard box and hide. 4. Watch the dog let his stream of hot pee turn your rigid cardboard box into a heaping mess...Cool, eh?

Nicolai Spacek • via the Net

Ah, yes...it's...ummm...very cool if you're into that sorta thing. Seriously, thanks for the great trick!

Icy bird

Dear Gaming Goddess,

In the Blue version of Pokémon, I'm having problems catching Articuno. Should I use my Master Ball on it? I'm just worried that if I use it now, I might mess up my chance of catching a unique Pokémon later on...

Ernie Melonado • via the Net

NO! Don't use your Master Ball on

Articuno. You need to use the Master Ball on Mewtwo later in the game. I suggest using the Ultra Ball and sleep-inducing attacks.

Minigames

Dear Gaming Goddess,

Please tell me how to get the mini-games for Rival Schools in the evolution disc. I know you have to beat the game with specific characters, but can you tell me which ones?

Rodolfo Meza • Orange County, Calif.

Here are the four minigames in Rival Schools:

- To get the Service Mode, play as Natsu with Shoma.
- To get the Target Mode, play as anyone.
- To get the Home Run Mode, play as Shoma with Roberto.
- To get the Shoot-Out Mode, play as Roberto with Shoma.



Q & A...

MGS good for deaf gamer?

Dear Gaming Goddess,

My son, Mark, is deaf and enjoys video games, but he can't play some games that rely on audio cues unless they are subtitled or have visual cues also. This is a setback for all deaf gamers. Mark asked me to get him Metal Gear Solid for Christmas. I am wondering if this game has audio cues that would make his gaming experience difficult? I don't want Mark to be disappointed when he cannot progress through an audio challenge.

Tom Bellone • via the Net

Jim Mazurek replies: Having played the game for well over 60 hours, neither I nor my associates can think of a part that would be impossible for a deaf gamer to complete. While the game does have spectacular audio effects, it doesn't "rely" on them to a point of necessity. Every cinema and voice text in the game are subtitled. Come to think of it, I think MGS should get an award for its appeal to deaf gamers.

The more childish the better!

Dear Gaming Goddess,

I was reading the Gamers' Forum section in issue #48 when I suddenly became "Mortified and Stupefied," because someone thinks most Nintendo games are too childish. Here's what I think: One, I think the more cartoonish the game the better because you're not bound by the laws of physics. Two, more "cultured" games like the puzzle or mystery games are simply not popular enough.



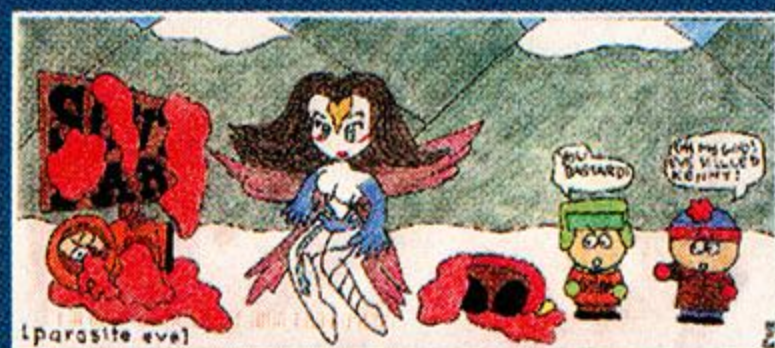
Three, look how well Banjo-Kazooie is doing. The more cartoonish games are hits more often than the games seperoth99 speaks of. If seperoth99 wants puzzle/mystery games, he can stick with PC.

Justin Davis • Cypress, Calif.

Letter Art

Where Creativity, Your Favorite Video Game And A Stamp Can Make You Immortal*

* Or at least get you in the magazine and win a controller from ASCII (FIRST PRIZE ONLY!)



Yu Xian He • Honolulu, Hawaii

Dan Flynn • Franklin, Mass. wins an ASCII Specialized Control Pad for the Sony PlayStation.



Put your creative skills to the test by decking out a plain #10 envelope (you know, the long business type) with your own unique touch. Send your letter art submission to: XG Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) All entries become the property of ZD Inc. and will not be returned.

WINNER



*Francis Angeles
San Francisco, Calif.*



*Alphonso Go
Philippines*



*Jesse Karl Guevara
Woodside, N.Y.*



Reading Japanese

Dear Gaming Goddess,

I'm looking into buying an N64 that can play both Japanese and U.S. games, but I already have a U.S. N64. I was wondering if devices like the GameShark (lets gamers play both U.S. and Japanese games) would translate text?

Dan Parker • Huber Heights, Ohio

No N64 is able to translate Japanese text to English. The GameShark won't be able to translate text; it'd have to be built into the game itself as an option.

Game frying

Dear Gaming Goddess,

I'm considering getting a GameShark for my PlayStation, but I've heard many rumors that it will pretty much destroy the CPU in the deck. Is this true? Is getting the GameShark for the PS really something to get? Is it worth the \$50 to cheat a game for a victory?

DrkKnightJD • via the Net

If indeed the GameShark were frying PS CPUs, who'd buy one? I've never heard any case of a GameShark frying a PS's CPU, although I've heard many cases of errant GameShark codes crashing the PlayStation or the peripheral itself—but nothing that causes permanent damage to the system. Is it worth getting? It really comes down to what kind of gamer you are. If you want to beat a game fair and square, there's certainly no need. However, if you're the type of gamer who'd rather blow through a game fast and fully armed, the GameShark's right up your alley.

Game Boy on PS?

Dear Gaming Goddess,

I saw a device called the GameBooster for the PlayStation advertised in your mag. It says that you can play Game Boy games on your PS. Does it work? Will it be compatible with the Game Boy Color?

BIGDRE911 • via the Net

One of the editors in our office tested the GameBooster with three games, and the device didn't work too well.

He said the animation was too choppy compared with the N64 version of the GameBooster. For the price, I'd personally recommend getting a real Game Boy or a Super Game Boy add-on for



Currently there is no device that will translate Japanese text. Gamers have to either learn Japanese or wait until the game is released in the States!

the Super NES. As for compatibility with the Game Boy Color, we won't know that answer until we get actual color games in, but if the GameBooster offers choppy animation with standard games, I doubt it could handle color versions effectively.

Better than GS?

Dear Gaming Goddess,

I recently saw an ad about the Xploder video game enhancer. What exactly is this? Is it better than a GameShark?

John Youngman • Walnut Ridge, Ark.

The Xploder apparently works much like a PlayStation GameShark: You input Xploder codes, and you'll get to turn on game cheats. Only time will tell how Xploder compares with the GameShark. The Xploder's makers claim that the device is "capable of using most 'popular game code cartridge(s)' codes," but only Xploder codes work on the Xploder. In addition, its makers claim that they'll offer free PC software (and a link cable sold separately) that will let you transfer saved games, custom codes and even in-game images to your home computer. So on paper, the Xploder sounds more powerful than the GameShark, but, of course, I reserve final judgement until I actually test one in person.



Big difference

Dear Gaming Goddess,

There is an error in XG #53 Gamers' Forum. You informed us that there are no changes in the PlayStation in the Dual Shock package compared with older models. That is wrong. While the speed and power are all the same, the difference is in the controller and the CD audio player. If you play an audio CD in your regular PS, it'll stay on a crummy blue screen. On the Dual Shock PS you can play an audio CD and have a color-changing screen if you hit Select.

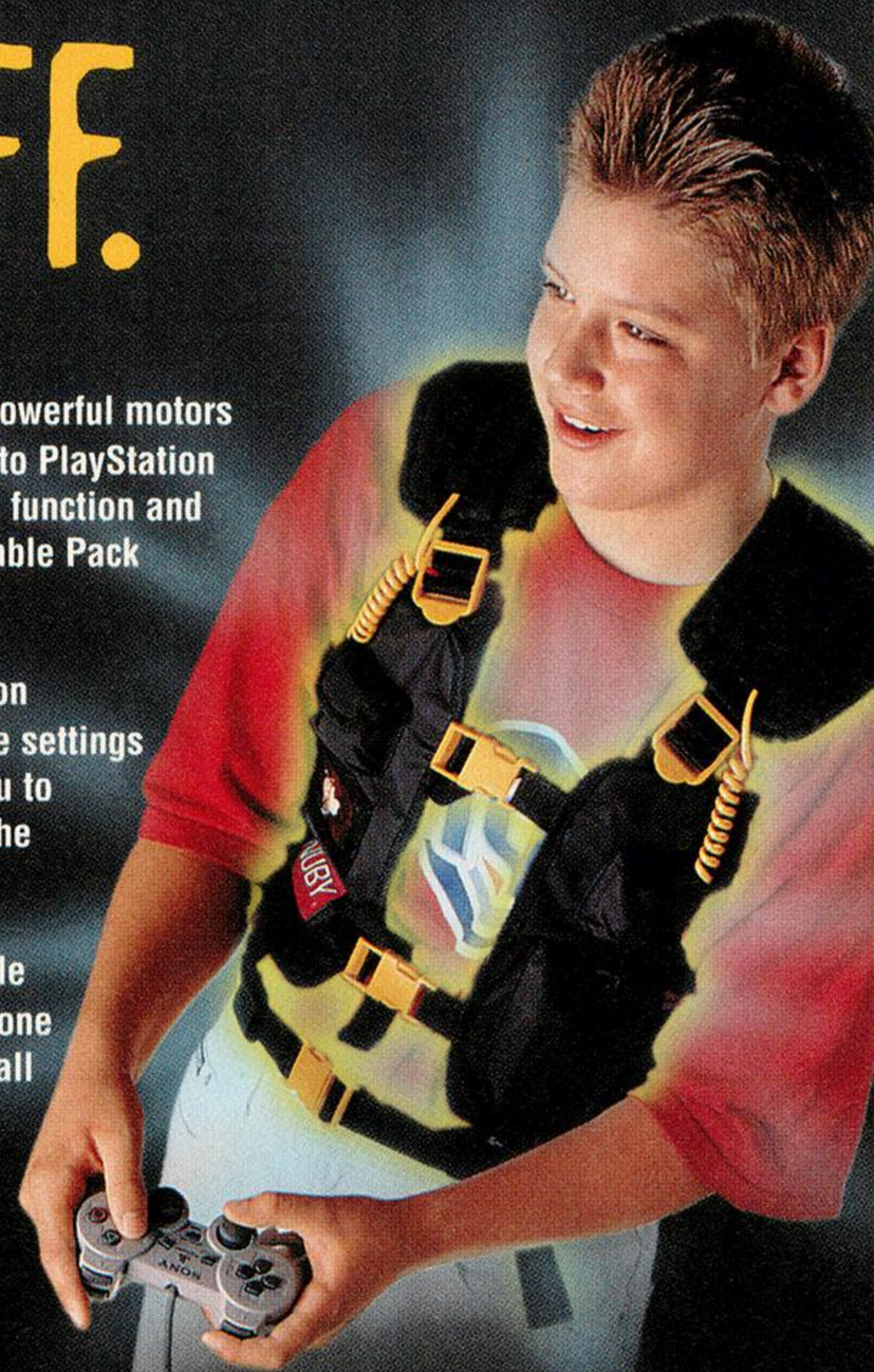
Jim Strong • via the Net

You're right about the color-changing light show "Sound Scope" that can be kicked in while playing audio CDs. By differences, I was thinking more about internal system changes that would prevent older PS games from being played on newer systems (like what happened with the Genesis systems). Thanks for the clarification.

IT'LL KNOCK YOUR SOCKS OFF.

- 6 extra powerful motors respond to PlayStation vibration function and N64 Rumble Pack games
- 4 vibration sequence settings allow you to choose the action
- Adjustable straps—one size fits all

PlayStation and N64 vests sold separately. Patent pending.



REALITY VEST

GET A VEST & GET INTO THE GAME

FOR PLAYSTATION AND N64



NUBY

Nuby Holdings Corp.
35 Main Street
Peterborough, NH 03458
www.nubyonline.com

For more information e-mail us at info@nubyonline.com

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. N64 and Rumble Pack are registered trademarks of Nintendo of America Inc. © 1998 NUBY HOLDINGS CORP.

Goddess speaks

During the year, the Gaming Goddess gets so many questions regarding the Gamers' Forum section. So this issue I'd like to provide a few "strategy" tips on how gamers can get their letters published, plus go over a few important rules. Thanks to everyone who has submitted letters, artwork, Trash Talk, What Ifs, etc. in the past.

- **Strategy Tip: Write on a new subject.** XG receives too many similar letters such as stereotypes in games or system/company/game bashing/praising, etc. Write a letter about something no one has thought of, or if it is on a well-known topic, try to offer a new and different take on it.
- **Rule: No personal responses.** I receive hundreds of letters daily (snail mail and e-mail), so I cannot respond personally to any letter. It would take me way too long to respond to everyone and I wouldn't get this section done on time.
- **Strategy Tip: Details required.** If asking a strategy-related question, your letter must have the game name, system it is on and a detailed description of your problem (especially if you need help in action/adventure/RPG games).
- **Rule: We own it.** If you send in a piece of artwork for the Envelope Art contest, it becomes property of ZD Inc. and will not be returned. Plus, all entries have to be on a plain #10 envelope to qualify for the contest.
- **Strategy Tip: Notice our new address.** Yes, we have moved, so send your letters to P.O. Box 3338, Oak Brook, IL 60522-3338.
- **Strategy Tip/Rule: Other offices don't know games personally.** Our ad and subscription departments do not know any cool codes and can't help you with your video game-related questions. Writing to them won't help you, so send your letters to the P.O. Box address above.
- **Strategy Tip: Subscription question.** If you have a question/problem about your subscription, either call 303-665-8930 or go to <http://subscribe.expertgamer.com/service>.

Goddess stats:

- **Addicted to:** Pokémon
- **Game that I don't want to play, but probably will:** Tomb Raider III (too hyped, but it's Tomb Raider III)
- **Game that I really want to play:** South Park, Abe's Exoddus
- **"Best" quote from a reader:** "I'm not here to tell you whether you are right or wrong...I'm just here to tell you that your magazine is evil." (Is someone casting stones?)

STATEMENT OF OWNERSHIP, MANAGEMENT AND CIRCULATION

PUBLICATION TITLE: Expert Gamer. PUBLICATION NUMBER: 1099-8233. FILING DATE: 10/01/98. FREQUENCY: Monthly. NUMBER OF ISSUES PUBLISHED ANNUALLY: 12. ANNUAL SUBSCRIPTION PRICE: \$24.97. CONTACT PERSON: Joan McInerney. TELEPHONE: (630) 916-7222. COMPLETE MAILING ADDRESS OF KNOWN OFFICE OF PUBLICATION: 1920 Highland Avenue, Lombard, IL 60148. COMPLETE MAILING ADDRESS OF HEADQUARTERS OF GENERAL BUSINESS OFFICE OF PUBLISHER: 1920 Highland Avenue, Lombard, IL 60148. FULL NAMES AND COMPLETE MAILING ADDRESSES OF PUBLISHER, EDITOR, AND MANAGING EDITOR. PUBLISHER: Jonathan Lane, 1920 Highland Avenue, Lombard, IL 60148. EDITOR: Joe Funk, 1920 Highland Avenue, Lombard, IL 60148. MANAGING EDITOR: Nelson Taruc, 1920 Highland Avenue, Lombard, IL 60148. Owner: ZD Inc., One Park Ave, New York, NY 10016; and Ziff-Davis Inc., One Park Ave, New York, NY 10016. KNOWN BONDHOLDERS, MORTGAGEES, AND OTHER SECURITY HOLDERS OWNING OR HOLDING 1 PERCENT OR MORE OF TOTAL AMOUNT OF BONDS, MORTGAGES, OR OTHER SECURITIES: None. PUBLICATION NAME: Expert Gamer. ISSUE DATE FOR CIRCULATION DATA BELOW: October, 1998. TOTAL NO. COPIES (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 326,201. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 355,800. PAID AND/OR REQUESTED CIRCULATION—SALES THROUGH DEALERS AND CARRIERS, STREET VENDORS, AND COUNTER SALES (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 102,972. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 105,000. PAID AND/OR REQUESTED CIRCULATION—PAID OR REQUESTED MAIL SUBSCRIPTIONS (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 57,648. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 70,200. TOTAL PAID AND/OR REQUESTED CIRCULATION (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 160,620. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 175,200. FREE DISTRIBUTION BY MAIL (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 3,628. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 4,826. FREE DISTRIBUTION OUTSIDE THE MAIL (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 0. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 0. TOTAL FREE DISTRIBUTION (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 3,628. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 4,826. TOTAL DISTRIBUTION (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 164,248. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 180,026. COPIES NOT DISTRIBUTED—OFFICE USE, LEFTOVERS, SPOILED (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 4,462. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 1,374. COPIES NOT DISTRIBUTED - RETURN FROM NEWS AGENCY (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 157,491. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 174,400. TOTAL (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 326,201. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 355,800. PERCENT PAID AND/OR REQUESTED CIRCULATION (AVERAGE NO. COPIES EACH ISSUE DURING PRECEDING 12 MONTHS): 97.79%. (ACTUAL NO. COPIES OF SINGLE ISSUE PUBLISHED NEAREST TO FILING DATE): 97.32%. THIS STATEMENT OF OWNERSHIP WILL BE PRINTED IN THE January, 1999 ISSUE OF THIS PUBLICATION. I CERTIFY THAT ALL INFORMATION FURNISHED ON THIS FORM IS TRUE AND COMPLETE. I UNDERSTAND THAT ANYONE WHO FURNISHES FALSE OR MISLEADING INFORMATION ON THIS FORM OR WHO OMMITS MATERIAL OR INFORMATION REQUESTED ON THE FORM MAY BE SUBJECT TO CRIMINAL SANCTIONS. SIGNATURE AND TITLE OF EDITOR, PUBLISHER, BUSINESS MANAGER, OR OWNER: (signed) Charles Mast, Vice President, Circulation. DATE: 10/1/98.



Gaming Goddess note: In issue #53, the Letter of the Month was about gaming violence. Since that letter was published, we had a huge response to this topic. Here are what some of you are saying about violence in video games:

Dear Gaming Goddess,

...you have the right to purchase whatever game you want. However, you must take the responsibility of making sure no children get their hands on it if you feel it is too violent. There are plenty of games made for children anyhow...

A.J. Wooten • Archbold, Ohio

Dear Gaming Goddess,

...Maybe Congress should spend more time getting the retailers to enforce the ratings system rather than spending my tax dollars trying to eliminate something I love...

Larry Hansen • Erie, Ill.

Dear Gaming Goddess,

...I feel for Antonio's brother, but that kid has got to get a life. Games are just pretend...

Jake Carter • Gulf Breeze, Fla.

Dear Gaming Goddess,

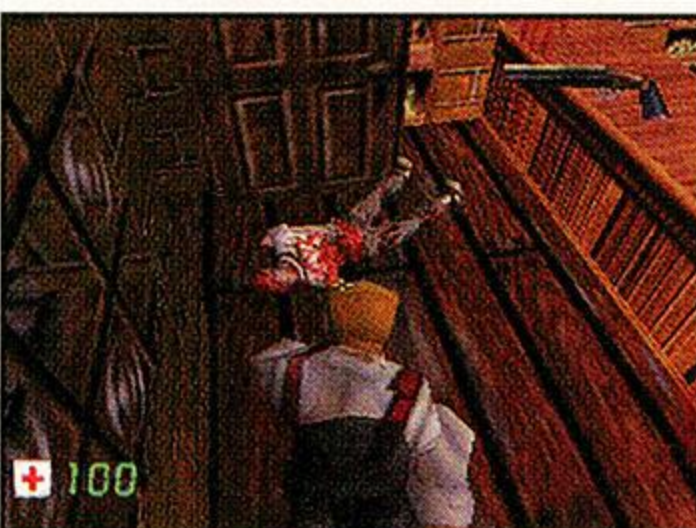
...To all the parents who think that video game violence only pertains to certain games on the market, open your eyes to all the games out there (take a look at a lot of the sports games, especially hockey games)...

Shane Lafontaine • Yorkton, SK, Canada

Dear Gaming Goddess,

...Since when has it become society's job to raise my children? I don't want the senators on Capitol Hill telling me what I can and cannot play. If I want to play violent games, then I should have the right. People just need to step up and take responsibility for what they are doing and what their children are doing or playing or watching. Quit expecting everyone else out there to take that responsibility...

John Hill • via the Net



Does violence in a video game make children want to perform what they see? Or do today's kids know the difference between fact and fiction?

Dear Gaming Goddess,

...Blaming a company is the simple excuse for not looking inside one's self and putting the blame where it belongs...

Joe Sakamoto • Temple, Ariz.

Dear Gaming Goddess,

...To all the parents who are worried about violence in games and don't know anything about the games they are buying for their kids, they should just take 10 seconds and ask the sales clerk about the game. It's the sales clerk's job to know about games and he/she can tell parents if that game is suitable for a certain age group. It's not that hard and it could save a lot of trouble in the long run...

Ryan Cuff • via the Net



Dear Gaming Goddess,

...I strongly feel that video games nowadays are extremely violent—to the point where they are no longer real. I can't remember the last time I saw someone get punched and had two gallons of blood gush out. However, I do believe some violence is necessary (since violence appears in almost any form); if not, some video games wouldn't appear real. And isn't realism what the video game evolution is reaching for? Therefore, I suggest a plan: Stop exaggerated violence and ask the developers to be more realistic not sadistic.

Yandri Purwonegoro • Boston, Mass.

Dear Gaming Goddess,

...I say violent games don't make kids aggressive and violent; violent and aggressive kids play video games to satisfy themselves...

John Carville • Spring City, Penn.

Dear Gaming Goddess,

...If gamers are so concerned as to what Congress is going to do to video games, why don't they just vote those guys outta office? Or don't they vote?

Brad Jones • via the Net

Dear Gaming Goddess,

...If parents are so concerned with violence, why don't they ban the news?

Ernie Suther • via the Net



nectaris

MILITARY MADNESS

**WHEN
THE BATTLE
REACHES
THE MOON...**



www.jaleco.com

Nectaris: Military Madness ©1998 Hudsonsoft. Licensed by Jaleco. Jaleco and the Jaleco logo are registered trademarks of Jaleco Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



MAGICAL
TETRIS
CHALLENGE™



**COMPLETELY ADDICTIVE,
DECEPTIVELY SIMPLE,
OUTRAGEOUSLY
MICKEY!**



2 modes of play:
Magical Tetris and Classic
Up/Down Tetris



Uncover different story
lines featuring Mickey, Minnie,
Goofy or Donald



Experience progressive
stories or go head-to-head
against a friend

Two classics, together
for the first time. The beloved
cast of Disney® characters enter
the magical world of Tetris®,
the worlds' most addictive puzzle
game, to challenge your mind.
It's deceptively simple...
just put the falling blocks into
place as they fall. Play as
Mickey, Minnie, Goofy or
Donald as the mysterious story
behind the Magical Tetris
Gem unfolds. Battle Pete,
Weasel, the Big Bad Wolf...and
relentless falling blocks
to score Tetris wins!



CAPCOM®

www.capcom.com

MADE IN JAPAN
CAPCOM ENTERTAINMENT, INC.
475 OAKMEAD PARKWAY, SUNNYVALE, CA 94086

Tetris® 1987 Elorg. Magical Tetris Challenge®

1998 Elorg. Original Concept & Design by Alexey Pajitnov. Magical Tetris
Challenge® licensed to The Tetris Company and sublicensed to
Capcom Co., Ltd. Magical Tetris Challenge™ sublicensed to Capcom Co., Ltd.
by The Tetris Company. All Rights Reserved.

Disney characters, scenes, storyline, animation, art, sound, music ©Disney. All rights reserved.

Developed by Capcom Co., Ltd. T.L.S. (Temporary Landing System) design by AKIRA CO., LTD.
Licensed by NINTENDO. NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE "N" LOGO
ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1998 NINTENDO OF AMERICA INC.



EXPERT GAMER

1998 Awards

Oh, no!

Not another crappy "best of the year" story! Well, we're sick of reading them too. Rather than gush over what game has the "best graphics" or "coolest sounds," wouldn't you rather know more about the stuff that really counts? Like what game has the best gameplay? The toughest Boss? The XG staff decided to take matters into their own hands. Based on our collective gaming experience, here's our votes for...

Best Gameplay Moment

This award's given for the most memorable and exciting individual scene or scenes in a video game. This year, fright won out. Tyrant edged out the Ninja because seeing Tyrant burst out of nowhere meant a tough fight ahead.

Winner: Resident Evil 2

All Tyrant appearances

Honorable Mention: Metal Gear Solid

First time Ninja appears (after battle with Revolver Ocelot)

Best Gameplay Challenge

This award's given to the game that has the toughest challenge worthy of any true Expert Gamer. Frankly, this was a big, messy tie when all was said and done, because what may be challenging for one gamer may not be for another. Still, these were the agreed-upon choices, any of which could beat the rest. We welcome your opinions!

Winner: Abe's Exoddus

Getting all 300 Mudokons

Winner: Pokémon

Getting all 150 Pokémon

Winner: Elemental Gearbolt

Getting all chalices

Winner: Metal Gear Solid

Obtaining the Big Boss rating

Winner: Gran Turismo

Getting all gold trophies for licenses

Best Gameplay Overall

This award's given to a game that offers the most innovative, impactful, good and groundbreaking gameplay. This is Howard's crazy definition, so deal with it.

Honorable Mentions:

Tecmo's Deception It wins for its innovative gameplay. It's still a one-of-a-kind game experience.

Tecmo's Monster Rancher Not only was it the game that "spawned" the genre on the PS, but it introduced the concept of using other music CDs as game "add-ons," using data from those CDs to create new monsters.



This is our first-ever awards ceremony, so we welcome your feedback: xg@zd.com

Favorite Hero

Winner (tie)

• **Solid Snake:** All the humans on our staff voted for him.

• **Abe:** All the Mudokons on our staff voted for him.

Honorable Mention

• **Lara Croft:** Because we don't see many women at work. She's a real doll! ➤

• **Klaymen:** Howard wanted his Skullmonkey hero represented somewhere. So here. Deal with it.

Coollest Game Secret

The award given to the most innovative in-game secret.

Winner: Gex: Enter the Gecko

Perhaps the first game secret that uses the World Wide Web, the game had a hidden item that told readers of a Web site offering cool codes and even a screen saver.

Worst Secret

The "cheese" award given to the worst implemented in-game secret.

Loser: Metal Gear Solid

Metal Gear Solid's Hidden Pictures • On paper, it seems like a very cool idea. Unfortunately, you don't get anything for finding all those pictures. So why bother? Even worse, if you try to get all 40-plus pictures, you'll need at least six memory cards! What a waste of time.

Dishonorable Mention: Yoshi's Story

Black and White Yoshis • We don't have a problem with the secret special Yoshis. Our beef: Why were they so pathetically easy to find? Hidden Message • Find 24 hidden letters to spell a message? Don't bother: "You are Yoshi's great partner!"

Hero That Irritated the XG Staff the Most

Loser

• **Banjo-Kazooie:** Perhaps the most irritating video game duo of all time (next to Batman and Robin) because of Kazooie's incessant nagging and Banjo's dumb-as-a-log "Duh-huh!"

Dishonorable Mention

• **Lara Croft:** Now this may be hypocritical of us since she's on our cover, but don't you think she's a bit overhyped? • **Crash Bandicoot:** Actually, he would've been a fave hero if it weren't for those TV ads that portray him as an a**hole. Leave the attitude to Sonic, buddy.

• **Navi:** Zelda's sidekick constantly prattles useless information, just like associate editor Andy Baran.

Best Hidden Character

Winner: Final Fantasy Tactics' Cloud

Why? 1. He's a popular character from another huge game. What a way to tie the games together! 2. He's not that easy to find; getting him is almost a subquest. 3. The only way to use him effectively is to find his sword, which is one of the most elusive secrets in the game. 4. Once he finds his sword, he gets to use some of his famous Limit Breaks! Ah, nostalgia...

Honorable Mention: Tekken 3's Gon

A great addition to the PlayStation version of the game, he's cute until he bites your head off.

Honorable Mention: Resident Evil 2's Tofu

The best food product to ever star in a game.

Honorable Mention: Rogue Trip's UFO

A flying vehicle in a driving game is a neat idea.



REVENGE IS JUST TOO SWEET!

Over 70 wrestlers, including
50 WCW and NWO superstars

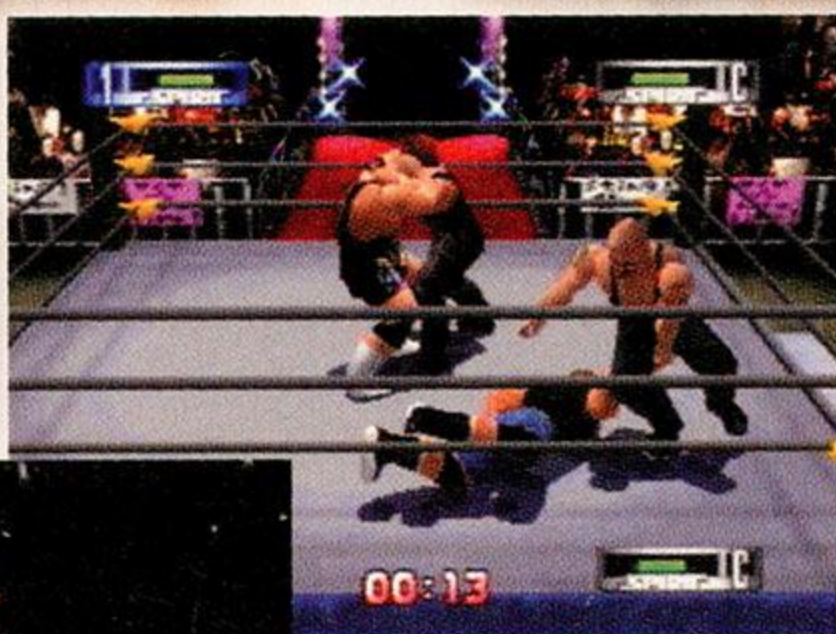
Real WCW theme music

Smoother animations, better graphics,
faster speed, and smarter AI

Over 300 unique wrestling moves

WCW/nWo

REVENGE



Available this October



www.WCWwrestling.com
www.thq.com

© 1998 World Championship Wrestling. A Time Warner Company. All Rights Reserved.
WCW™ and NWO™ are trademarks of World Championship Wrestling, Inc. THQ™ 1998
THQ INC. Nintendo, Nintendo 64 and "N" logo are trademarks of Nintendo of America Inc.
© 1996 Nintendo of America Inc.



Only For

Best Game Ending(s)

Winner: Tekken 3

23 different fully rendered endings? Some with anime sequences, others with FMV? It doesn't get better than this.

Honorable Mention: Metal Gear Solid

A great ending (especially the very end) to go along with a great story line.

Honorable Mention: Resident Evil 2

Multiple endings from the two characters' points of view seemed a great twist.

Worst Game Ending(s)

Loser: Parasite Eve (EX Mode)

70-plus levels of hell for a couple of text screens? Why? Why bother?

Dishonorable Mention: Banjo-Kazooie

Not as much a bad ending as a misleading ending, it alluded to secret items you can't get in the game. It really pissed a bunch of gamers off.

Dishonorable Mention: Rogue Trip

The endings are rather insulting to gamers who've toiled long hours to beat the game.

Toughest Game to Beat Completely*

**for good, not cheap, reasons*

Winner: Gran Turismo

This was a tough category to peg, but Gran Turismo won because to beat every race not only takes time, but also takes some crazy skills and car know-how.

Honorable Mention: Wetrix

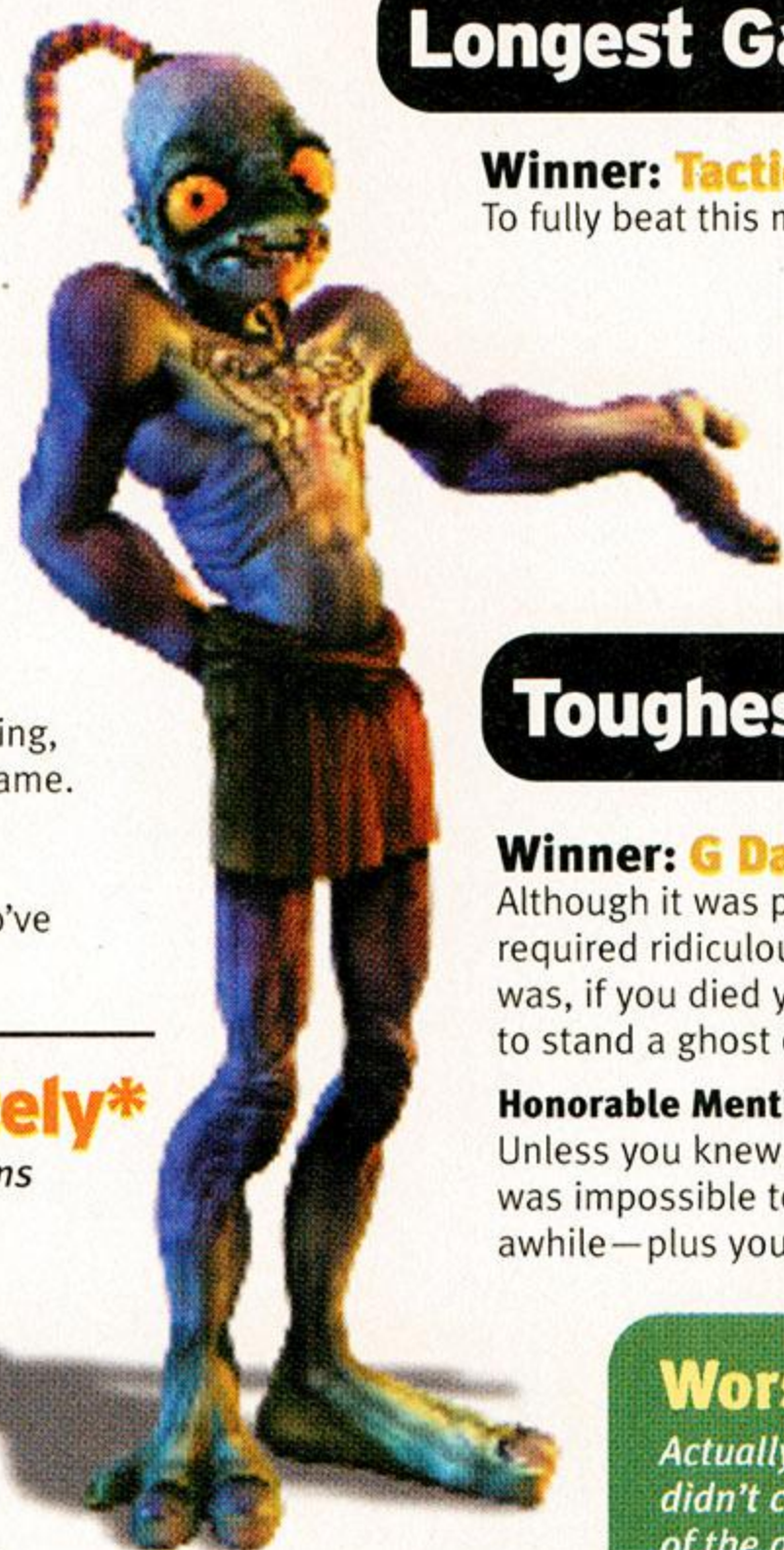
Build too high, you're screwed; blow a hole, you're screwed. Perhaps the toughest game to stay alive in.

Honorable Mention: F-Zero X

Tough like Turismo, but with cheaper cars that catch up every time you grab the lead.

Honorable Mention: Abe's Exoddus

Though hardly as tough as the first Abe's game, the search for all 300 Mudokons is still a daunting challenge.



Longest Game To Complete

Winner: Tactics Ogre

To fully beat this marathon tactical RPG, it takes 120-plus hours.

Honorable Mention: Pokémon

80 hours for all 150 Pokémon

Honorable Mention: Square's RPGs

Final Fantasy Tactics, Xenogears and SaGa Frontier all clocked in with 60-80 hours of gameplay, but you've gotta expect that from the premier RPG makers.

Toughest Final Boss

Winner: G Darius' Great Thing

Although it was possible to memorize this Boss' patterns, it still required ridiculous amounts of skill to not get hit. Worst part was, if you died you lost your power-ups, which were a necessity to stand a ghost of a chance against it.

Honorable Mention: Parasite Eve (EX Mode)

Unless you knew the secret technique described in XG #52, she was impossible to beat. Even if you knew the secret, it still took awhile—plus you had to do it flawlessly.

Worst Gameplay

Actually, the worst games were probably ones we didn't cover, because they were so horrendous. But of the games we did cover, the winner is...

Loser

✿ **MK Mythologies:** On paper, it's a great idea—an adventure based on the MK characters. The awkward controls, the crappy jumps and the poor collision detection doomed this game to utter failure.

1998
Awards

And To Think Some People Collect Stamps

OK, you've started collecting Pokémon™ and you're on your way to becoming a master trainer and you want to catch 'em all. How do you do it? Grab a Game Boy® Game Link® cable, grab a friend, hook up and start trading. It's that simple. So what are you waiting for?



Cooler Game Code

Winner: **GoldenEye**

Unlocking 31 hidden characters: For months, Rare denied the existence of playable Bond characters before revealing a ton of other characters for multiplayer use.

Honorable Mention: **Rogue Trip**

UFO Code: Introducing a flying vehicle in a driving combat game, well, it changed everything! It certainly gave the game a whole new dimension and added replay value.

Best Mode/Minigame

Winner: **F-Zero's Infinite Tracks**

Talk about offering ultimate replay value.

Honorable Mention: **Rival School's Minigames**

These extracurriculars, such as volleyball, baseball and soccer skill games, were a nice bonus.

Honorable Mention:

Metal Gear Solid's VR Training Mode

A great game idea on its own.

Honorable Mention:

Resident Evil 2's Dual Shock's Extreme Battle

This would've been the hands-down winner...if it were packaged with the original RE 2, that is.

Honorable Mention: **Banjo-Kazooie's**

Minipuzzles The skill puzzles in his home were actually fun, even if the cheat code rewards weren't.

T2 Achievement Award

This award's given to the one Boss that refuses to die no matter how many times you kill it—just like that T-1000.

Winner

✂ **Liquid Snake**: You blow him up in a chopper. You blow up his mech with missiles. You push him off a ledge to his death. And yet he's still got enough moxie to hop on a jeep and chase you. And you don't kill him, by the way, some crazy virus does.

Best Import

This award's given to the one cool game that Expert Gamers should've gotten their hands on this year because it won't come to the States.

Winner

✂ **X-Men vs. Street Fighter** (Saturn)

Honorable Mention

✂ **Beatmania** (with Ascii controller only!)

✂ **Capcom Collection** (with Ghouls & Ghosts)

Boss We Enjoyed Killing the Most

Winner (tie)

✂ **Resident Evil 2's Tyrant**: Because he'd always pop in at the worst moments.

✂ **Banjo-Kazooie's Gruntilda**: Not only was her naggy screech irritating, but her rhyming was atrocious! It was good to smack that witch up!

Best Use of a Peripheral

Winner: **Metal Gear Solid**

Not only does it use the Dual Shock innovatively, but it even changes the game based on what's stored on your memory card—heck, it even uses the jewel CD case as an important plot tool! Who'd have thought that could add to gameplay?

Honorable Mention: **Zelda: Ocarina of Time**

The innovative use of the Rumble Pak lets Link find places to dig based on how strong the controller's shaking.

Best Practice/Training Mode

Winner: **Metal Gear Solid**

The VR Training Mode was tons of fun, while it also taught essential stealth skills needed to beat the game.

Honorable Mention: **Tekken 3**

While not as fun as MGS' VR Training, Tekken 3 has one of the most complete and useful Practice Modes in any game. Innovations such as the green light/red light combo timing settings really set the standard for fighting game Practice Modes.

Biggest Waste of Money

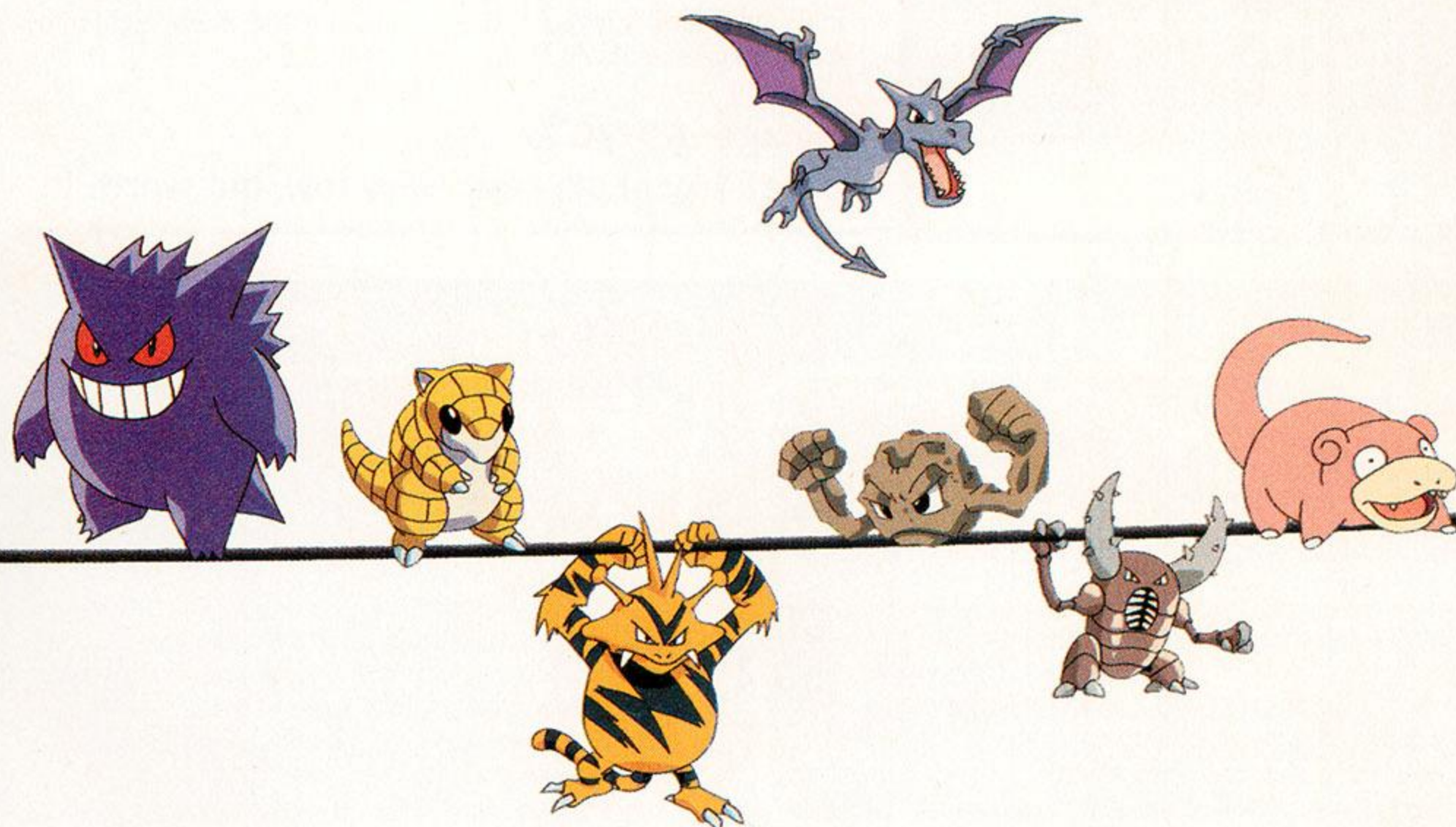
Winner: **Spawn**

We hope you didn't get suckered into buying this overhyped dud. Memo to Spawn: Stick to comics and action figures, bud.

Honorable Mention: **Quest 64**

Being the first RPG on the Nintendo 64 doesn't make it the best by default, no matter what those ads said. I'm sure this game won't survive all of 10 seconds now that Zelda is out.

Get Connected And
Collect Them All.



"Got Ya!"

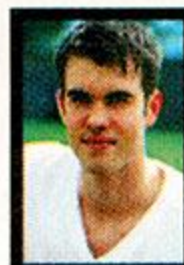


www.pokemon.com





Tricks and Traps,



XG Strategy
by Jim Mazurek

If any of you remember the short-lived arcade game Crackdown, you'll notice a lot of similarities between this game and that one. Basically, your goals are to set numerous traps and defeat your opponents (one-on-one) in a fierce battle to the death.

Taking place in a sort of neo-futuristic post-nuclear mutant era, your missions vary from complete showdowns to more covert-style trap disarming. While the levels themselves remain relatively small and easy, the final Boss is ridiculously unbalanced against the rest of the game. He's tough!

Other than a few inconsistencies in the game, small levels and maybe being a little short by some people's standards, Trap Gunner brings a lot of new elements to the table. I commend Atlus for bringing out titles like this. In a time where (mediocre) sequels reign supreme in the gaming market, it's nice to see a game like this.

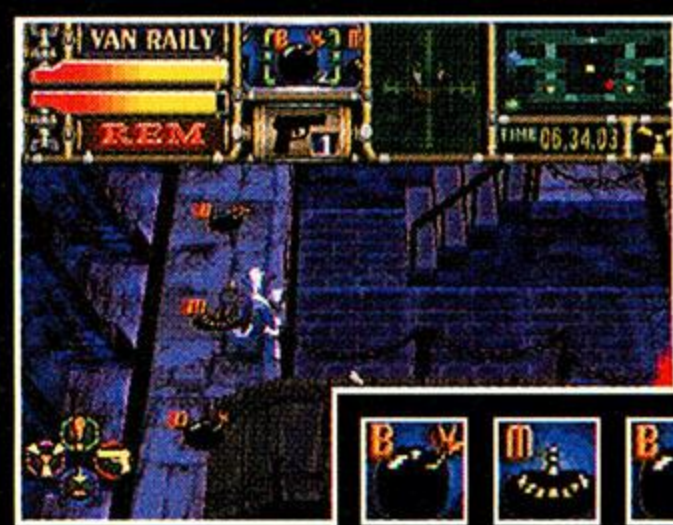
Database

time to complete **45 min./char.**
challenge **too easy**
best character **Van Raily**
best combo **#3**
give 'em a hand **for ingenuity**
system **PlayStation**
publisher **Atlus**
developer **Racdym**

Final Boss Strategy

Trap Combos

One of the most important techniques in Trap Gunner is using Trap combos. Placing traps in strategic locations alone won't be effective. Learning to deal out megadamage or inflicting less damage with higher percentages with these chains should help out.



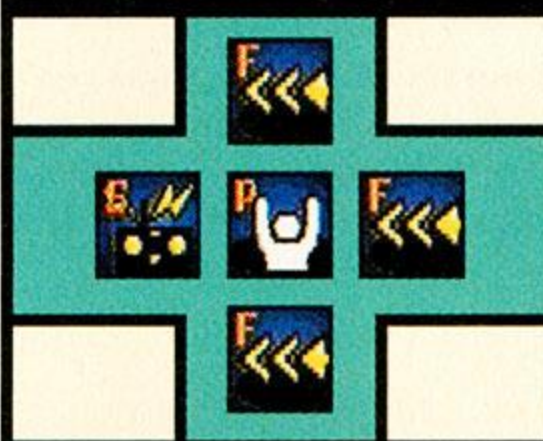
These will give your opponents a little bit more to worry about, since the bomb nearly doubles the power of the stand-alone mine. Adding two or three in adjacent tiles adds even more power!

KEY		Poison Gas 7% damage		Bomb 12% damage
		Mine 10% damage		Pit Trap 2% damage
		Force Panel 2% damage		Remote 12% damage



By placing poison gas a few squares in front of a cache of mines, you'll surprise your enemy. It will be easy the first couple times, until he catches on to your tactics.

Combo #1



It works efficiently and often—that's why it made the list. Twelve percent damage isn't a lot, but the enemy AI has a knack for walking right into this trap every single time.

Damage: 12%

Probability of success: Almost always!

Use it frequently, or it's useless. After your opponent falls into this one, have another spot already picked out so you can immediately lay another combo.



Combo #2



The first megacombos are as simple as it is effective. Chain up three or four bombs to one remote in a T junction on the map. Wait to detonate your remote until the opponent

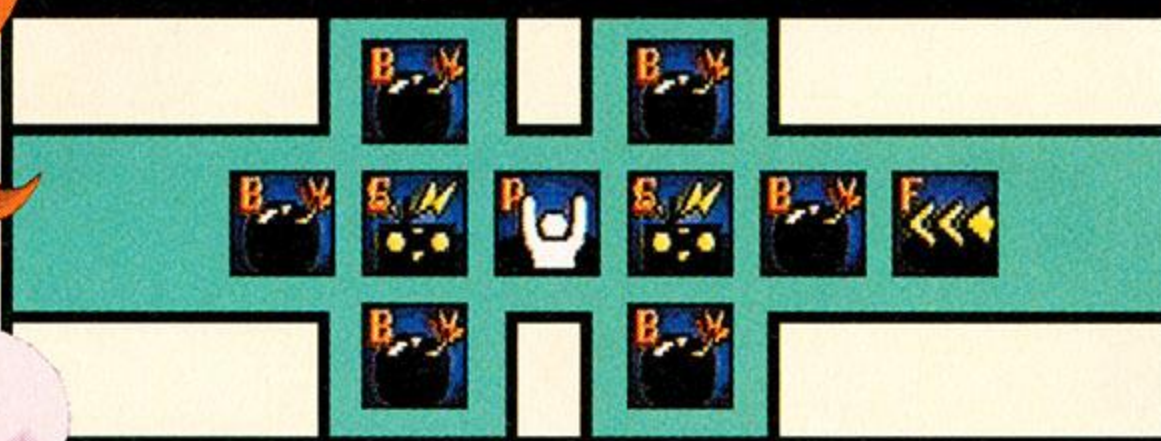
Damage: 35-45%

Probability of success: Fairly high

is as far in as possible for a double juggle attack. Don't be afraid to use two of these at once, but remember when you detonate, they will both go off.



Combo #3



The most damaging of all the combos, this one is sure to stop the enemy cold. You can place the force panels anywhere, but you have to make sure it will

Damage: 50-70%

Probability of success: Very low, but worth it

launch you into the center pit trap. Don't be afraid to use multiple force panels, as they only increase the chances of slamming the enemy right into the trap.

Characters



Van Raily

Starting Traps



Long Range: Pistol, five shots, average damage
Short Range: Kick, average damage

Speed: 3 Stamina: 4

Van Raily is perhaps the most well-balanced character of all. Great for multiplayer and his close attacks work just as well as his far. Because he starts with a lot of mines and a remote with some bombs, his attack power is extremely high. Making bomb chains with Van is as simple as can be.



John Bishous

Starting Traps



Long Range: Shotgun, good damage
Short Range: Punch, good damage

Speed: 1 Stamina: 5

John, being a slow, hulking character, has the benefit of having a huge stamina increase over all other characters. Use him if you just wanna run around and bash people. He does start with a few remotes and a lot of bombs, so make sure to chain them for massive damage. Good, strong character.



Tico

Starting Traps



Long Range: H. Rockets, four shots, good damage
Short Range: Kick, poor damage

Speed: 3 Stamina: 2

Tico is a decent mover, but she starts with a horrible trap compilation. Why give her three remotes but no bombs? Besides her poor selection of traps, her close-range attack is useless, and her stamina is horrible. Her only real bonus is the long-range homing rockets that she's armed with. They rock!

Secret Characters

It's only available after you beat the game on Normal Mode, with all six characters. Dyn, Elg and Rem become playable in the Vs. Mode.

- 1 Dyn: Stamina 5, Speed 3.** His blaster attack is awesome, and it reloads fairly quickly. Hand-to-hand is great with Dyn. He starts with one remote, two poison gas and eight bombs!
- 2 Elg: Stamina 4, Speed 5.** He's basically a juiced-up Tenrou. His starting traps are three mines, three pit traps and three force panels.
- 3 Rem: Stamina 3, Speed 3.** Rem is the most well-balanced of the three. Her reloading time is excellent, and her starting traps are one remote, four bombs and five mines.



Secret Costumes

After you beat the game with all the characters on the Normal Mode, you'll be able to get a secret costume for both Lou Riche and Tico. On the Character Select Screen, press Select until you see the color of their names turn green. No added bonuses in their new costumes though...D'oh!



Final Boss Strategy

Map Key

- Starting Point
- Item Box
- Final Boss
- Laser Cannon
- Item Generators

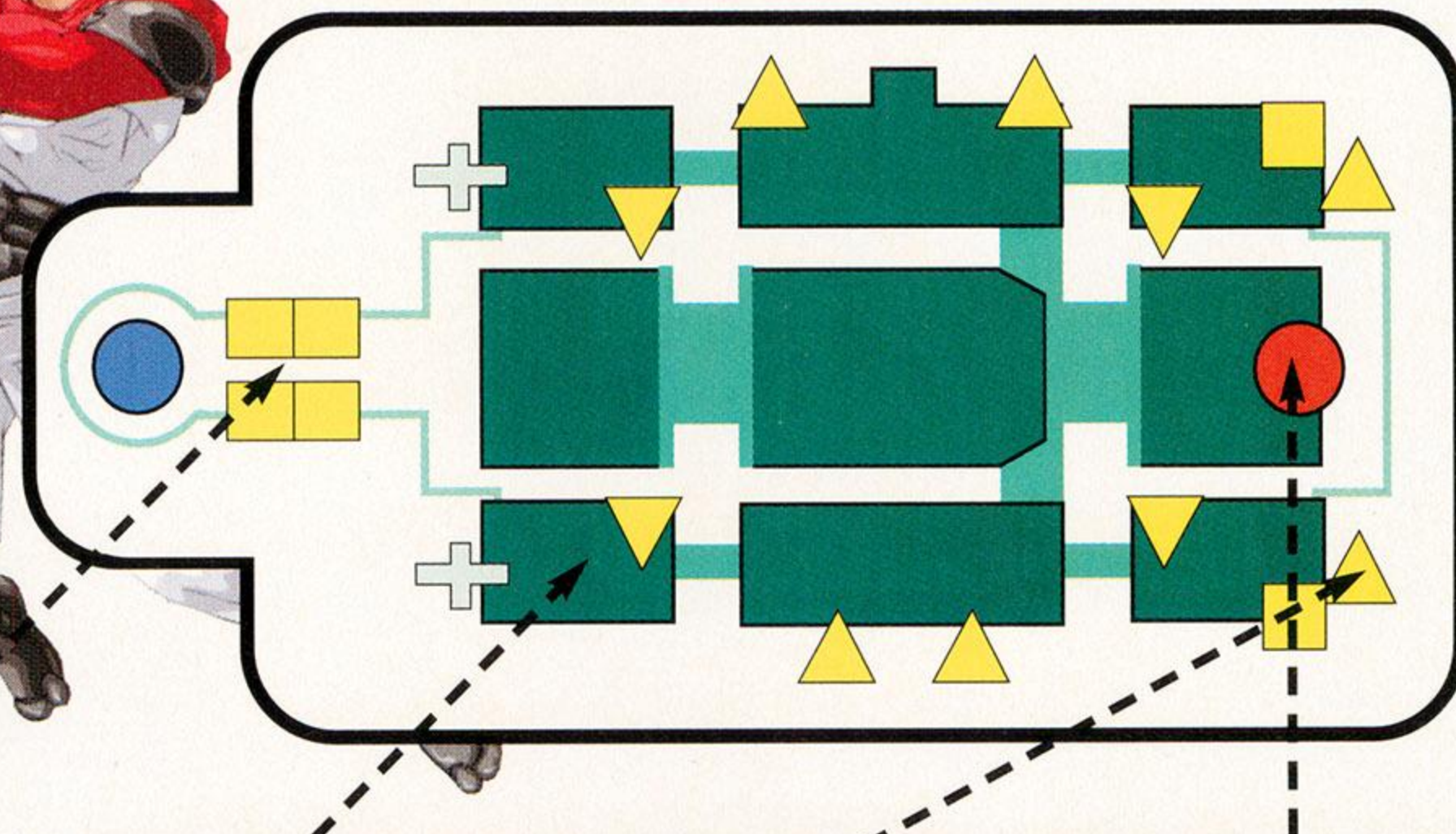
The breakdown is like this: Levels 3 and 6 will always be the "disarm the traps" levels. Levels 1, 2, 4, 5 and 7 will be for taking out the other five opponents in the game. Level 8 will always be the mid-Boss level (for Van and Tico, it's Rem. For John and Abdoll, it's Dyn. For Lou and Tenrou, it's Elg). The game is pretty easy, and the only strategy I **know** you'll need is how to beat the final Boss. So use this tactic for what I think is the *only* way to beat him.

Order of Events:

- 1** You should have all four of the item boxes in the beginning cracked open for easy access.
- 2** The real key to winning against those cheap purple shots Stilb shoots is listening for the sound. That's right! You'll notice a very distinct "Chew! Chew! Chew!" every time he fires a set off. This should give you the warning time you'll need to easily get away from them.
- 3** By the time you get up here, you should have the main laser cannon destroyed and the missile tower should be down. Focus on the timing of your Unit. Shooting it exactly when Stilb hits is the best and safest way to go. He takes around eight or nine unit shots to kill, so every one counts. If your first couple get broken without hitting him first, just restart.



Make sure to break open all four of the item boxes and you should find two health pick-ups and a speed bonus!



You'll need to destroy the missile tower quickly. After it's gone, nothing will bother you up here.



Take out this laser cannon before you make it to the final platform—it'll give you nothing but trouble if you don't.



Be sure to keep as far away as possible from Stilb. His purple shots are fast, and if you get too close, he'll cheap-hit ya!

- 1 Don't disarm traps when you can see the opponent on screen.** He/she'll stop whatever he/she's doing and shoot you, triggering the trap. Also, use this tactic in reverse. If you see an enemy disarming one of your traps, then shoot him/her to trigger your trap.
- 2** Poison gas is tricky to use, but helpful because of its stunning ability. The real key to using it effectively lies in your timing. You have to visualize where your opponent will walk next. **Try placing the gas 10 to 15 tiles ahead of your opponent.**
- 3** Placing traps right before the underpass of a bridge is a good idea. If an enemy is fleeing from your Unit attack, where is the first place he/she will go? To an underpass, so the shot won't hit him/her. But to his/her surprise, you'll have a trap placed there! D'oh!
- 4** When using Units, there are three things to remember: 1) Make sure to get a unit before your enemy; it does 35 percent damage per hit! 2) **Never use a Unit if you can see your enemy on your screen.** All it takes is one punch, and your Unit will break. 3) Know that Units won't appear until a few minutes of regular battle have passed.
- 5** Every once in a while, you'll be able to get the enemy in a long-range attack loop. By this, I mean you'll be able to attack with your gun and get the enemy stuck in a corner if you time it right. **Kinda cheap, but instant death rules!**



Lou Riche

Starting Traps



Long Range: Pistol, six shots, average damage
Short Range: Kick, average damage

Speed: 3 Stamina: 3

Lou is a decent mix of tactics and power. She starts with enough mines and force panels to really set up some good chains. One other thing is the speed with which she reloads and shoots her weapon. It's extremely fast. Choose her if you like to run around and snipe people while your traps are already set.



Abdoll Rerin

Starting Traps



Long Range: Fist, two shots, average damage
Short Range: Smash, average damage

Speed: 2 Stamina: 3

Abdoll is a decent character at best. Her fisted attack works well, but her reloading time is absolutely horrible. She almost seems to get completely locked up, and it makes her extremely frustrating to use in projectile confrontations. Overall: Stay away from Abdoll if you want to win.



Tenrou Ugetsu

Starting Traps



Long Range: Knife, seven shots, average damage
Short Range: Katana, good damage

Speed: 5 Stamina: 3

The most tactical-based character in the game, Tenrou can create massive trap chains. Since he doesn't start with many power traps, you'll need to use his speed. His best combo is to get the enemy in a pit trap, stand close, then attack with all seven knives, and it'll combo to his katana attack.



Flesh-eating Fleeches! Undead Mudombies! Bone-grinding Greeters!



Tons of cool new power-ups! Invisibility! Healing powers! And more!



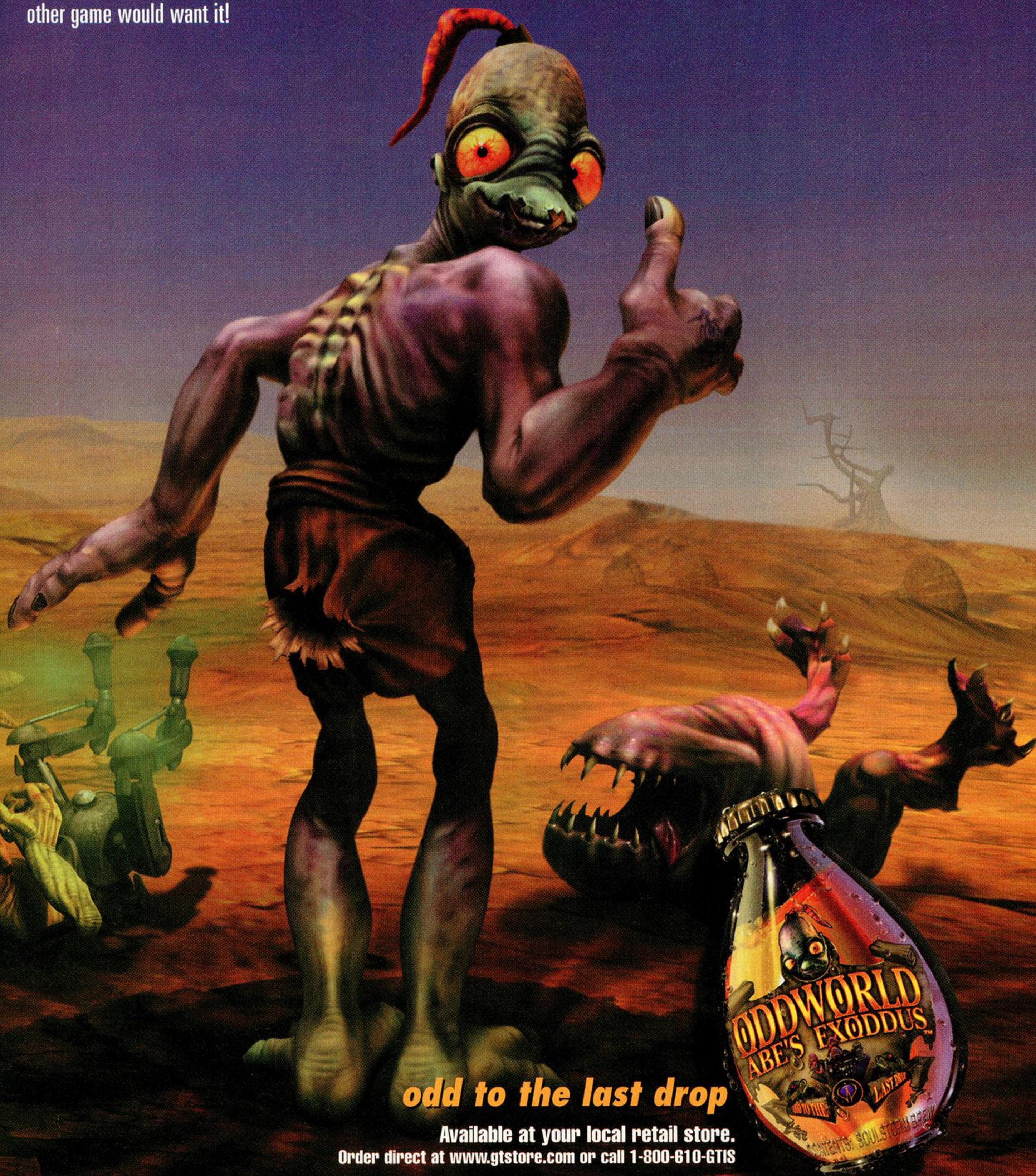
Abe gets all emotional! More panic! More talking! More pleading!



Save the Mudokons and save your game anywhere!

Now You're Cooking With Gas.

Other heroes have swords, chainsaws, and vaporizers to deal with their monstrous enemies. In Oddworld, all you've got is gas. Abe now has the ability to possess his own farts and blow his enemies away! It's a power he's going to need if he's going to stop the Glukkons from making Soulstorm Brew - the only beverage made from real Mudokon tears and bones. Fart possession. No other game has it and frankly, we're not sure any other game would want it!



odd to the last drop

Available at your local retail store.
Order direct at www.gtstore.com or call 1-800-610-GTIS

© NEED A HINT?
1-900-CALL-2GT
(225-5248)

(95¢ per minute; \$1.95 for
fax back maps) Must be
18 years or older or have
parents permission to call.
Touch tone phones only.



A.L.I.V.E.
Aware Lifeforms In
Virtual Entertainment



**ODD WORLD
INHABITANTS™**
www.oddworld.com

**GT Interactive
Software**
www.gtgames.com

Oddworld: Abe's Exoddus™ © 1998 Oddworld Inhabitants, Inc. All Rights Reserved. Created by Oddworld. Published and Distributed by GT Interactive Software Corp. GT is a trademark and the GT Logo is a registered trademark of GT Interactive Software Corp. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Oddworld Inhabitants Logo is a registered trademark of Oddworld Inhabitants, Inc. All other trademarks are the property of their respective companies.



I'm Gonna Show You How to Kick Ass



XG Strategy
by Mark Hain

This game totally kicks ass, and then it sort of sucks. If you're a fan of the TV show, you won't be able to stop yourself from buying this game. The graphics are incredible, the voices are all dead-on, and the weapons are pretty cool. Problem is, it's Doom: Kill anything that moves. Tons of people will buy this game, and few *South Park* fans will be disappointed. I, however, was disappointed by the failed potential of a *South Park* game. GoldenEye-style missions would have made it so much more than a shoot-'em-up fest. The gameplay is solid, though, and you can play it very skillfully and avoid approximately 90 percent of the possible damage.

Database

time to complete three to four hours
challenge easy/moderate
best character Cartman!!
best multiplayer gotta be Ned!
best enemy aliens kick ass
coolest part the mothership
system Nintendo 64
publisher Acclaim
developer Iguna

Characters



Cartman

Eric uses just the basic weapons: Snowballs and the occasional Dodge Ball. Usually he is the character you'll use to find the other guys before starting the stage.



Kyle

Kyle's weapons are mostly explosions, such as the Terrance and Phillip Dolls and the Cow Launcher. He varies weapons and has been known to use the occasional Toilet Plunger Launcher.



Stan

Stan's speciality is the gun-style weapons. He's usually the only one to handle the Super Sniper Chicken, the Sponge Dart Gun and the Warpo Ray. This isn't set in stone, as he uses the Dolls too.



Kenny

Kenny's kind of weird. He uses the Dodge Ball sometimes, same as Cartman. He also uses the Toilet Plunger and the Warpo Ray. He has even been seen using the all-powerful Cow Launcher.

Weapons and Items



Snowball

First weapon, alternate is yellow for more damage



Sniper Chicken

Fires eggs, can scope enemies as well



Dodge Ball

Ricochets to hit others, can be caught and reused



Terrance & Phillip

Creates a green-cloud area for big damage



Toilet Plunger

Can be reused as well, alternate fires three



Cow Launcher

Also creates cloud for lots of damage



Sponge Dart Gun

Machine gun, also fires one power shot, 10 ammo



Cheesy Poofs

Regain 10 health points



Warpo Ray

Fires fish, shrinks or turns enemies into animals

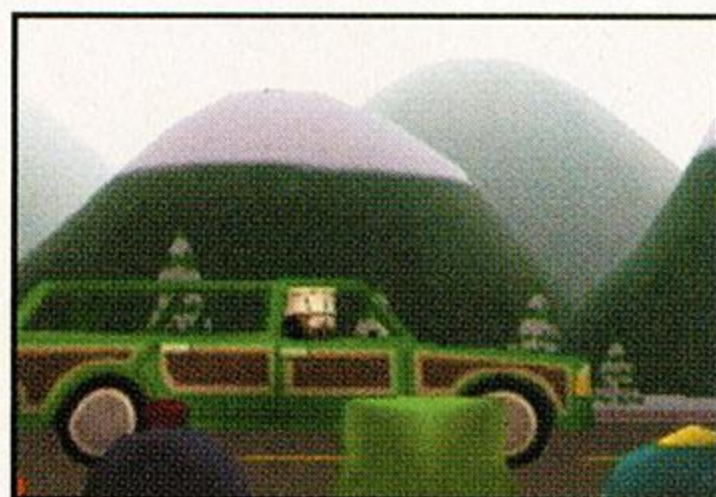


Zippo Cola

Speeds up your character quite a bit

Power-up Weapon

Almost every weapon in the game has two settings: normal and powerful. To change the setting, press any direction on the directional pad. The picture of what weapon you're currently using (in the lower-right portion of the screen) will change. For example, the basic Snowball can be tinkled on, making it have more of an area effect. The Dodge Ball takes a little longer to throw when powered up, but is way more powerful. This is NECESSARY for many parts of the game, especially against Tanks and Bosses.



Chef's Advice

The mutant turkeys are being led by bigger turkeys. Sometimes these bigger turkeys lay eggs and hatch smaller turkeys. Take out the bigger turkeys, and the smaller ones won't be much of a problem. If you really want to stop the turkeys, you'll have to find their source. Got it, my little crackers?

The Town



The layout of the town is actually pretty complex. There are several blocks with houses, city buildings and statues all over. Power-ups can be found between and behind houses and buildings. The first few levels have an easy-to-decipher pattern. Find the other guys (see sidebar), and then kill all mutant turkeys.

The smaller turkeys are so incredibly easy, you'd think the episode's a cake-walk. Besides the fact that they send roughly 100 at you, you'll have to deal with the Tanks that take several hits and spit out smaller turkeys. Last, you'll fight Mother.



EPISODE 1: TURKEY HUNT



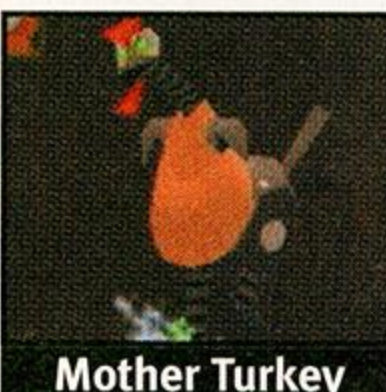
Turkeys

These are the most basic and easiest enemies in the game. One shot from a Snowball is enough to defeat them.



Turkey Tank

These guys take several hits from any weapon, and spit out small turkeys for you to deal with. They will run when dying.



Mother Turkey

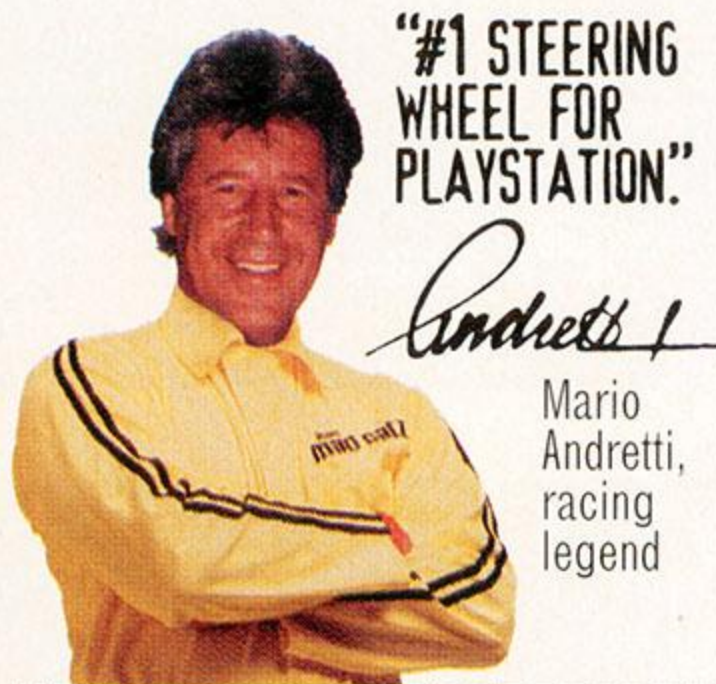
Mother is pretty darn tough. She has a bull's-eye on her butt, which is your target. She is constantly moving in a circle to both obstruct her ass and hit you. She also spits out Turkey Tanks that in turn have the ability to shoot out more small turkeys (but they rarely do). Concentrate on the Mother Turkey as much as possible. If you destroy the tanks, Mother will just create more. When Mother is almost dead, she will sit down, making it even harder to hit her.

Find the guys!

Before you go on your adventures, you have to find the whole group: Cartman, Stan, Kyle and Kenny. Each will use different weapons you pick up on your way.



THE CATZ ARE OUT IN FULL FORCE



"#1 STEERING
WHEEL FOR
PLAYSTATION"

Andretti

Mario
Andretti,
racing
legend

MAD CATZ. THE ONLY RACING WHEEL ENDORSED BY MARIO ANDRETTI.

Get behind the wheel of the most realistic driving experience outside of Indy. Just ask Mario Andretti. Mad Catz Dual Force Racing Wheel for PlayStation® features built-in Dual Force™ vibration, hand-stitched simulated leather grip, one digital and two analog modes, 270 degree wheel turning radius, plus stick and foot pedals.

The Mad Catz Wheel for Nintendo® 64 features built-in Force Pack™ rumble, 270 degree wheel turning radius, stick and foot pedals.

But hurry, they're going fast. Get yours at Best Buy today.



SAVE \$10

OFF PURCHASE OF A REGULARLY PRICED
MAD CATZ PSX STEERING WHEEL FROM BEST BUY BEFORE 1/31/99



Cashier instructions: 1. Scan the barcode on the coupon. 2. Scan the product's UPC or enter SKU. 3. Press "1" and "\$ off". 4. Enter 1000 and press "ENTER". 5. Place coupon in register. Redeemable at Best Buy stores only. Not valid with any other offer. Expires 1/31/99. Coupon value 1/100th of 1¢. No photocopies or facsimiles of coupon will be accepted.



SAVE \$10

OFF PURCHASE OF A REGULARLY PRICED
MAD CATZ N64 STEERING WHEEL FROM BEST BUY BEFORE 1/31/99



Cashier instructions: 1. Scan the barcode on the coupon. 2. Scan the product's UPC or enter SKU. 3. Press "1" and "\$ off". 4. Enter 1000 and press "ENTER". 5. Place coupon in register. Redeemable at Best Buy stores only. Not valid with any other offer. Expires 1/31/99. Coupon value 1/100th of 1¢. No photocopies or facsimiles of coupon will be accepted.





Chef's Advice

Chef's not a lot of help in this episode. The story is the same as it was for the turkeys. There are clones, then there are bigger clones spitting out regular clones. Lastly you have to find their source. After you think you have destroyed all the nasty clones, Chef tells you the blob is sitting at the Museum. Go get it!

The Town



In this episode, you are still fighting within the confines of the town. You will be battling clones of Big Gay Al, the policeman and Jimbo

(They're comin' right for us!). All clones can be defeated by one power shot from a Dodge Ball. If you only have Snowballs, watch it. They can be really tough, especially in huge numbers. Later on you will fight large two-headed Clone Tanks, which spit out smaller clones. (Do you see a pattern forming here?) At the end you have to fight the



big bad Mother Clone, which is a blob of flesh that spits out normal clones. Look for weapons behind houses and on top of cars. They are all over the place.

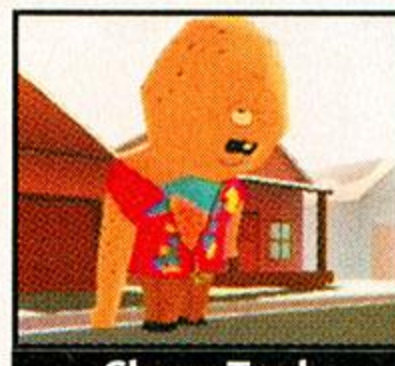


EPISODE 2: CLONE WARS



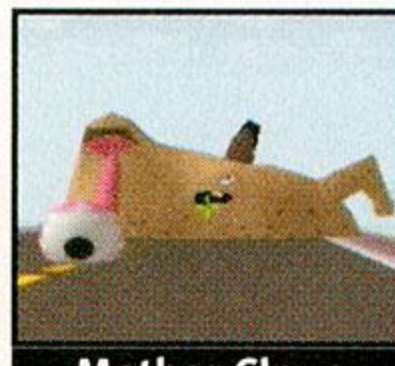
Clone

These guys are like zombies: slow and stupid. As with most basic enemies, one good power hit will send him reeling.



Clone Tank

As tough as any Tank, this guy will take a good six or seven power hits to destroy. Plus, he's spitting out normal clones.



Mother Clone

This big blob is waiting for you at the Art History Museum. You'll have to take out a few normal clones along the way. When you see two S.W.A.T. vans pulled over, that's the Museum. The clone is not too difficult—you just have to aim for his huge left eye (which he spits out at you when close). He bounces and hurts you with the Shockwave when are close as well. He also spits out normal clones. Check the edges for three Cheesy Poofs and a few weapons.

"Hidden" Weapons

There are weapons all over South Park. You just have to explore a little. Look especially on top of vehicles and behind houses. You'll need plenty of ammo and health.



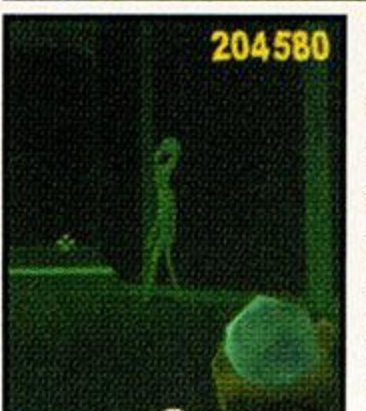
Chef's Advice

When you talk to Chef this episode, he informs you that using cows are standard practice for the visitors. To defeat the aliens once and for all, you must find the mothership and destroy it. Watch out for the visitors' dangerous mind powers, though. They are formidable enemies.

The Mountains



alien's mothership has landed. Along the way you'll fight tons of cows. To defeat these cows, simply use a powered Dodge Ball—one hit will slam them into the snow. Don't let them overwhelm you, though. A cow's hit only does two damage points, but it knocks you to kingdom come and they will pinball you if given the chance. Eventually, you'll run into the actual aliens. These guys are easy, but if they zap you, it takes nearly 10 points of damage! Again, one Dodge Ball or Toilet Plunger hit will kill them.



This whole episode is spent in the mountains and caves. You are eventually trying to make your way to Cratersville, where you heard the

EPISODE 3: ALIEN INVASION



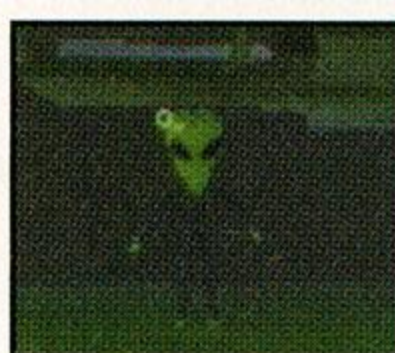
Cows

These guys can be pretty tough, if you don't power up your weapons first. Use three or four regular Dodge Ball hits.



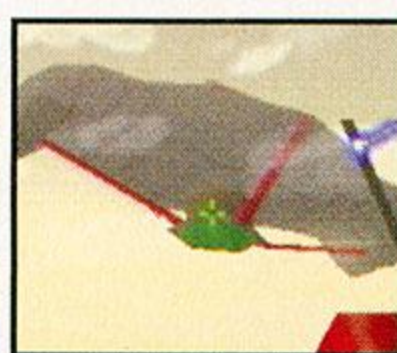
Aliens

Aliens are weak, but can kick your ass. One hit from a powered weapon kills. Watch for eight-point Mind Blasts.



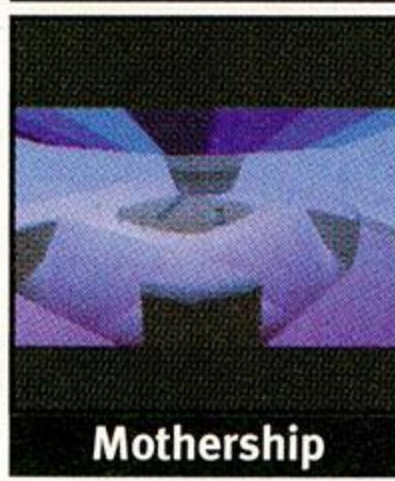
Blue Aliens

These guys have the same eight-point Mind Blasts, but they also levitate and move quickly. Same weak hit points.



UFO Tanks

UFO Tanks drop cows on you. If a cow lands on top of you, it hurts. Definitely use the power setting on your weapon.



Mothership

You have to take out all the guards, then enter and destroy the power core to stop the invasion. Inside you'll find turkeys, clones and aliens.

On this level, you're better off using the powerful setting on all your weapons. The Toilet Plunger is excellent against cows because you can pick them back up.

MULTIPLAYER MAYHEM



Cabin Fever



Central Core

The Multiplayer Mode in South Park is just about the best part of the game. As you advance, you'll receive special characters in multiplayer, one character per level. By the end the cast of



Crater Fort

playable characters will be almost anyone who has had some small significance in the show: Mr. Mackey (hmmkay?), Big Gay Al, the Cop Barbrady, Mrs. Cartman, Stan's girlfriend Wendy, the baby Ike, Jimbo and



Dugout

Ned (They're comin' right for us!), the mad scientist Mephisto (He only has one ass, he's of no use to me!), Starvin Marvin, Terrance and Phillip, Chef, an Alien Visitor and Mr. Garrison. There are also some incredible levels for all-out wars. The best one is the four-player deathmatch with all the characters you've grown to love from the show. The voices and graphics are excellent.



Neighbors



Splash Tower



The Hill



Toy Store



BEE PREPARED

The Herd is attacking and exterminating Earth's native insects! Only Buck Bumble, the most advanced fighting bee ever and the baddest bee in the hive, can save the day. Use Buck's cybernetic implants and stockade of deadly weapons to unmask the power behind The Herd!

- Put the sting on Attack Wasps and Killapillas in 20 unearthly environments
- Complete 360° freedom of movement in a totally real-time 3D environment
- Feel the buzz with Rumble Pak™ play
- Multiplayer deathmatches



www.ubisoft.com





**It's a different battle
every time you play.**



© 1998 The 3DO Company. All Rights Reserved. Uprising, 3DO, and their respective logos, are trademarks or registered trademarks of The 3DO Company in the U.S. and/or other countries. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names belong to their respective owners.



"Packs serious action - plentiful gameplay with great graphics and sound." - PSM Online

"...one of the most advanced games on the PlayStation." - Gamer's Republic

"...unlike anything PlayStation gamers have yet seen." - Gamecenter.com



The smell of burning corpses,
however, never changes.

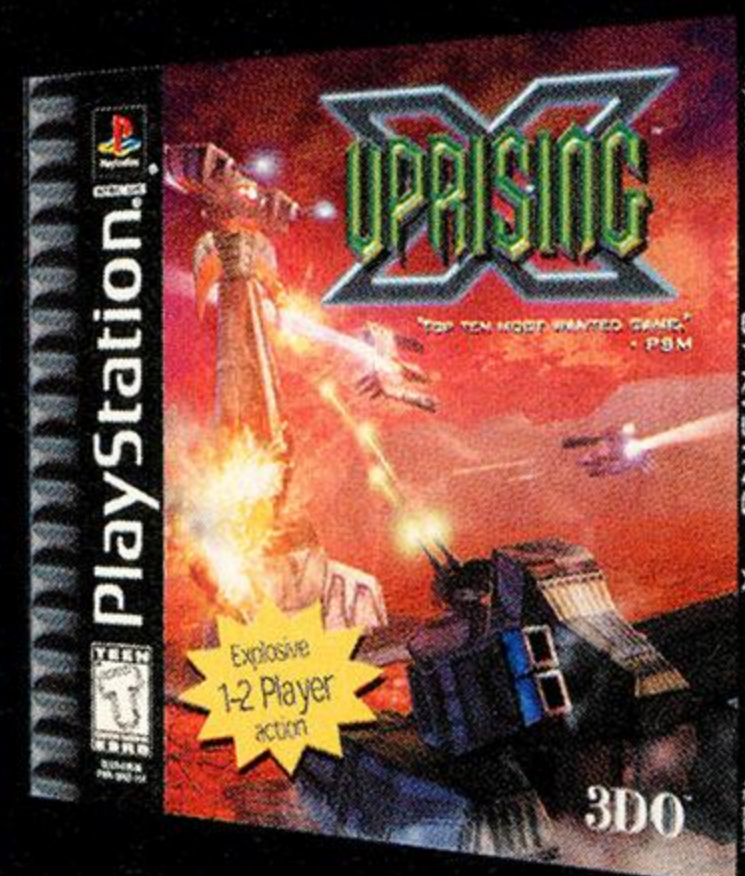


3DOTM
www.3do.com

"Plays fast and chaotic. Literally dozens of units can be on the screen at one time, and the battles that take place are epic."

- PSM

- Virtually unlimited replayability. Unbelievable destruction.
- Command massive brigades of sci-fi troops, tanks, gunships and bombers.
- Explosive 2-player action — unload hi-tech firepower against a friend.



Secrets and How to Play to Win



XG Strategy by Pat Dolan

General Strategy

Don't let your guard down, the HPPU is very good at combos and will take advantage of any chance it gets to use them. The HPPU will almost always block as it gets up from the ground, so don't try to attack except with an unblockable move. You can often catch the HPPU several times in a row with unblockable EX moves. If you've got one, fill up a few levels of the Super Meter and trigger each as the HPPU is getting up from the last. HPPU concentrates on simple, fast combos, so you don't accidentally leave any openings for the HPPU to take advantage of. Use LP, MP, HP combos or quick two-in-one attacks most of the time. Learn the timing needed to pounce on opponents; the extra damage it does can really help.

Database

time to complete **few min.** per guy
learning curve **lower than Tekken**
cutest character **Felicia...meow!**
best feature **original players**
back in the mix **Hg at it again**
system **PlayStation**
publisher **Capcom**
developer **Capcom**

Original Character Mode (Unlocking the Secrets)

Choose a character, customize, then fight. As you defeat opponents, you'll earn experience points that give your character stronger attacks, extra lives and more Super Meters. Earning experience levels also unlocks secrets. Here's the order: Collection 2, EX Options, Collection 3, Collection 4 and DX Options.



Games Extras

- Sub-Bosses, Final Sub-Bosses and the Secret Boss.

In addition to the final Boss, characters may also face sub-Bosses, final sub-Bosses or even the Secret Boss, depending on how they progress through the game. The sub-Boss and final sub-Boss are different for each character, but every character faces the same secret Boss, Bishamon. In all three cases, you are only given one chance to defeat the Boss. If you are defeated and continue, the game will simply go on to the next regular character (or ending).

Extra Characters

- In addition to the 18 main characters, there are nine secret characters. These aren't full characters, but rather versions of existing characters or game effects. Lilith, Victor, J. Talbain, Rikuo, Bishamon, Huitzil and Donovan all have alternate versions that are accessed by holding down Select when you choose them. These versions have slightly different moves and/or different animations, often based on the DarkStalkers 2 versions of these characters. The other two characters are Shadow and Marionette. To get Shadow, press Select five times while highlighting the random character space, then press any button. Accessing Marionette uses the same technique, but you need to press Select seven times. Shadow will start you with a random character, but whenever you defeat an opponent, you'll start the next match as the character you just defeated. Marionette, on the other hand, forces you to play as your opponent's character.



Other Endings

- Once you've activated the EX Option Mode, you will have access to all the endings you've gotten. To get the "Oboro" ending, you need to beat the game on Vampire Savior setting with the alternate version of Bishamon (hold Select while choosing him). To get the Anita ending, you need to fight and defeat Bishamon after you defeat the end-Boss. To access the other endings, just beat the game with the appropriate setting and character.

B. B. HOOD



AS: Fast and maneuverable, use her Double Jump to avoid anti-air attacks or jump missiles. Use Cool-Hunting against foes who jump a lot and Beautiful Memory on those who don't. Try activating her Dark Force Change power and firing missiles.

AGAINST: She's good at blocking missile attacks, so get in fairly close to do damage. Surprise her with distance attacks when she's busy attacking or recovering.

Deadliest Combo: Jump LP, LP, stand MK, HP Hits: 5 (35/19)

Q-BEE



AS: Bee's real strength lies in her lunging attacks. Use the CR attack to nail opponents as they advance, and the Delta A to hit opponents on the other side of the screen. Against jumping players use the +B attack or rely on the Qj, which can be fired multiple times.

AGAINST: Fight her at a distance or up close. Jump in and combo her as you land—she doesn't really have anything to knock you out of the air with.

Deadliest Combo: Jumping LP, LK, standing MK, HP Hits: 8 (38/23)

LILITH



AS: Her best move is the HCB+P, which allows you to lunge forward and throw opponents whether they are blocking or not. Get in close and cancel punches and kicks into Shining Blade or Soul Spin. Splendor Love is the best bet for EX attacks.

AGAINST: Not too difficult, keep her at a distance and be wary about jumping in or she'll catch you with a Shining Blade.

Deadliest Combo: Jump LP, B, stand MK, HP Hits: 4 (44/26)

DEMITRI

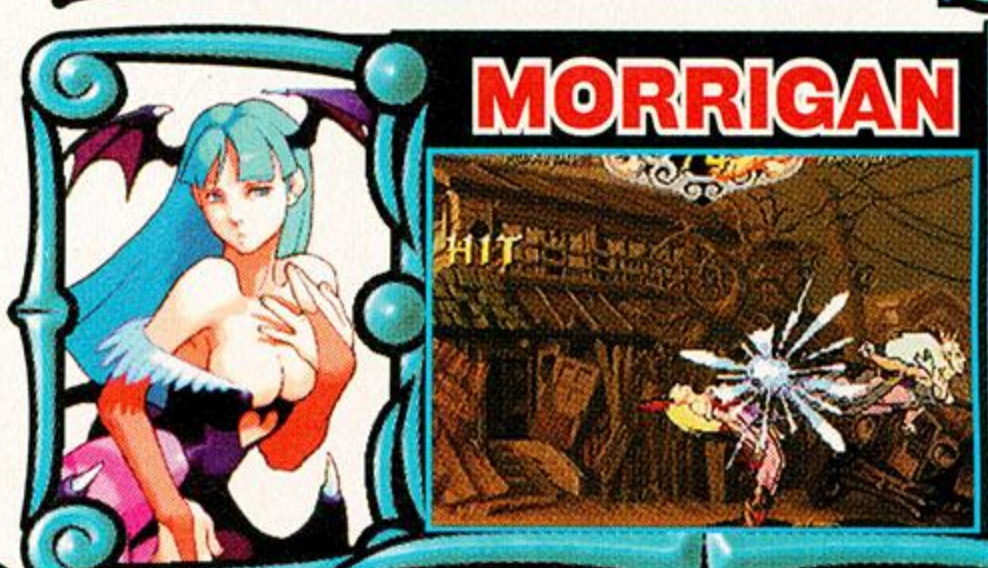


AS: Keep opponents at bay with Chaos Flare. If they jump in, nail them with Demon Cradle. Avoid using the Bat Spin—it leaves you wide open to counterattack, even if it connects. Demon Horde is the most useful EX; it does great damage and is easiest to hit with.

AGAINST: Block his fireballs and wait for him to try a Bat Spin. Block the attack and hit him with whatever you want as he's recovering from the move.

Deadliest Combo: Jumping LK, stand MK, stand HK Hits: 3 (25/40)

MORRIGAN



AS: A very well-balanced character with a great selection of specials. Use the Soul Fist to keep opponents at bay; if they try to jump in, nail them with a Shadow Blade. Finishing Shower is a good EX, but it takes a while to do, so make sure your opponent is far away.

AGAINST: Watch for two Shadow Blades in a row: one short, one long. It's best to fight her on the ground, since she's got a range of air and anti-air moves.

Deadliest Combo: LP, B, MK, HP Hits: 4 (26/27)



EGGS OF STEEL™

Charlie's Eggcellent Adventure

"The most eggciting stages I have ever seen!"

-PS Eggstreme

"It'll crack you up!"

-Sunny Sideup of Eggertainment Weekly

"It's full of yolks!"

-Roger Eggbert of The Washington Toast

"The best game I've ever played!"

-Humpty Dumpty

"A tasty comedy treat!"

-Sue Flay, food critic for the Herald Eggsaminer

Fun Variety of Gameplay



43 levels, 12 Bosses & 48 Timedlocks to punch.

30 Minutes of the world's best, full screen, full-on graphic animation.

Original Music



Original compositions featuring - Salsa, Up-beat-Jazz, Surf and Polynesian.

CG Movies



As each stage is cleared, a new movie advances the game.

NOW Available at:

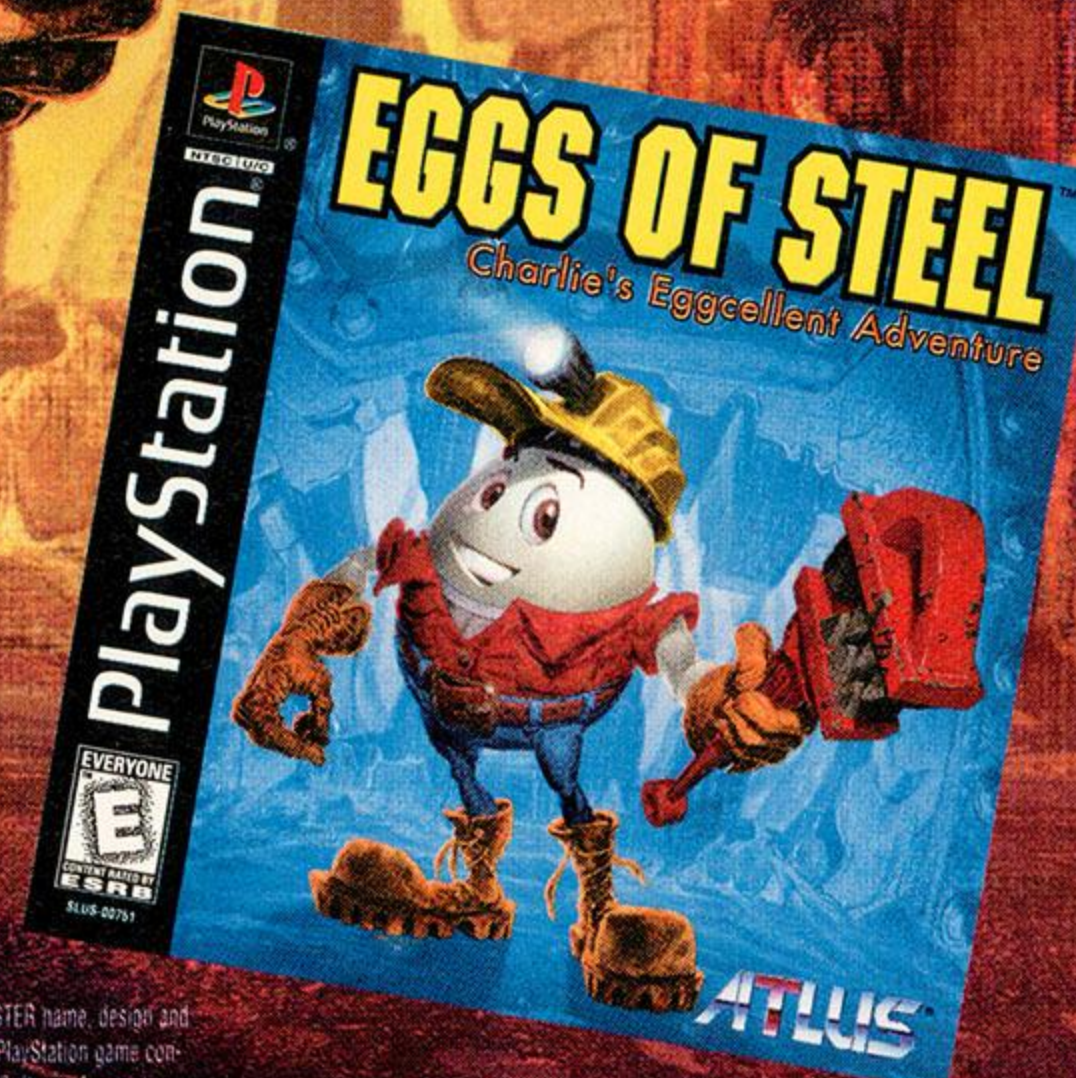


ATLUS®

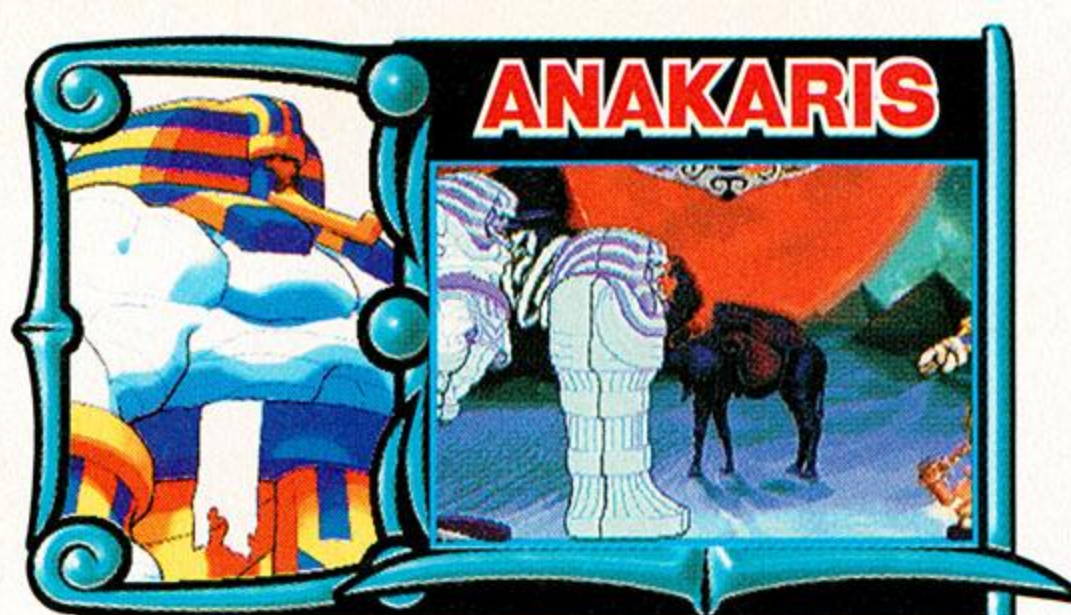
Rhythm & Hues



©1998 Atlus is a registered trademark of Atlus Co., Ltd. Published by Atlus Co., Ltd. Licensed to Atlus ©1998 Rhythm & Hues · Enix. All rights reserved. BLOCKBUSTER name, design and related marks are trademarks of Blockbuster Inc. © 1998 Blockbuster Inc. All Rights Reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.



<http://www.atlus.com>



ANAKARIS

AS: Slow, long-reaching character with really strange attacks. A very tough character to master. Use his long-reaching attacks to keep opponents at arm's length. Master the triggering sequence for the Pharaoh Decoration to inflict maximum damage.

AGAINST: Use missiles or try to get close and throw. Attack him during the Royal Curse (not the EX version, though), or use it as a chance to get in close.

Deadliest Combo: LP, LK, B, MK, HP Hits: 5 (27/48)



VICTOR

AS: Powerful and with a decent reach, he is best-suited to up-close attacks and throws. Use the Jumping Heavy attack to get close, then attack with a special throw. Only charge his attack for extra reach since they do less damage. When powered use Thunder Break.

AGAINST: If you've got missile attacks, use them. If you get in close, combo him away and get distance again. Stay out of his reach to avoid his throws.

Deadliest Combo: LP, B, MK, HP Hits: 4 (30/48)



L. RAPTER

AS: A fast character with a long reach. Jump in and out of opponent's reach while attacking with Down and MP or HP. Combo with Forward+HP. If opponents use a lot of fireballs, surprise them with a Hell's Gate. The Hell Dunk is great on those who don't jump around.

AGAINST: It's best to wait for him to come to you. If you try to hit him with long-reaching attacks, he'll just teleport in next to you and attack while you're recovering.

Deadliest Combo: Jump LP, LK, stand MK, HP Hits: 6 (22/36)

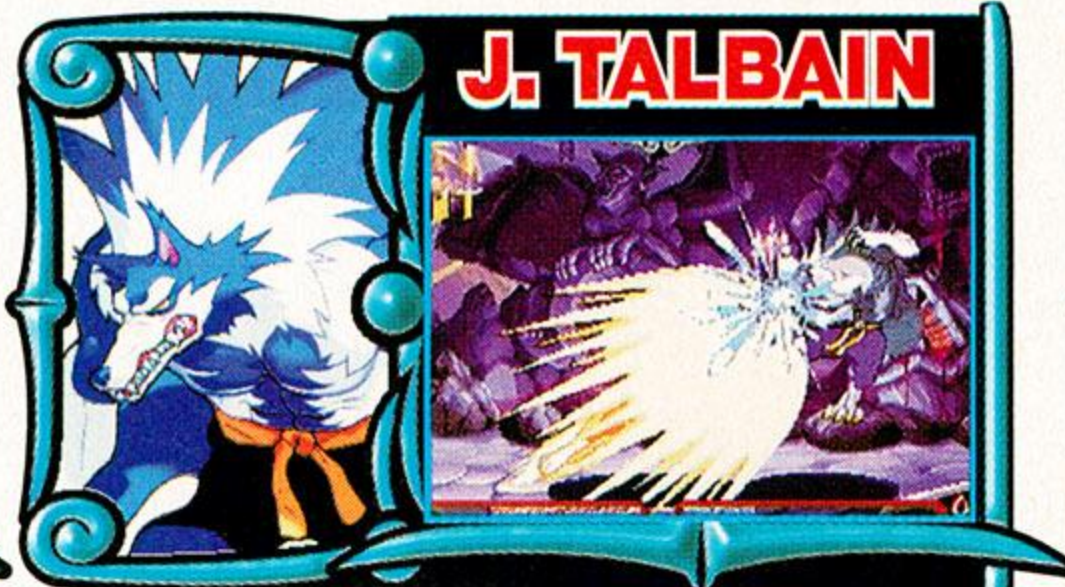


HSIEN-KO

AS: Forward+ HP is great to use against jumping characters, as is the Guillotine Swing. Concentrate on getting close to your foe and comboing or canceling into the Guillotine or Gond. Use the Spikes on close foes and the Soul Blade on jumpers.

AGAINST: Watch out for her dashes; she can appear in front of you. Attack forward whenever she advances. Make her come to you to avoid her anti-air moves.

Deadliest Combo: LP, LK, B, 6+HP Hits: 4 (23/38)



J. TALBAIN

AS: Use the Beast Cannon whenever possible, and always try for two hits with it. If you find yourself in close, use the Climb Razor. Use Fire of the Dragon Cannon when you've got the energy.

AGAINST: Missile attacks are great for knocking him out of his Beast Cannon; otherwise just block and nail him between shots. Stay on the ground, and don't try a lot of jumping attacks.

Deadliest Combo: Jump LP, LK, stand MK, HP Hits: 4 (23/39)



FELICIA

AS: A fast character with a medium reach, she is well-suited for jumping in and comboing. Use her Rolling Buckler to rocket under missile attacks. The Dancing Flash is the more useful of her two EX attacks.

AGAINST: Remember, she can go under missiles' attacks! You're better off fighting her face to face, or nailing her as she jumps in to attack while she bounces around.

Deadliest Combo: Jump LP, LK, stand MK, HK Hits: 5 (21/39)



RIKUO

AS: Get in close and combo or throw opponents while you build up your special meter. Aqua Spread is the EX to use against jumping opponents, while Sea Rage is good against those who stay on the ground.

AGAINST: He's fond of dashing attacks and hitting low and pulling diving attacks from jumps. Just be ready to block and counterattack as he recovers. Missile attacks work well against him also.

Deadliest Combo: LP, B, MK, HK Hits: 4 (24/38)



SASQUATCH

AS: Slow, with a medium reach, you need to stay on opponents. Once you're in close, throw or cancel into a special attack. Use the Big Tower move against opponents who jump in. The only EX worth using is the Big Freezer, because of its duration.

AGAINST: His constant use of Big Breath makes him hard to jump in on, so use missiles from a distance or get in close and hit with low attacks.

Deadliest Combo: LP, LK, MP, 2+HP / Hits: 4 / (24/ 41)

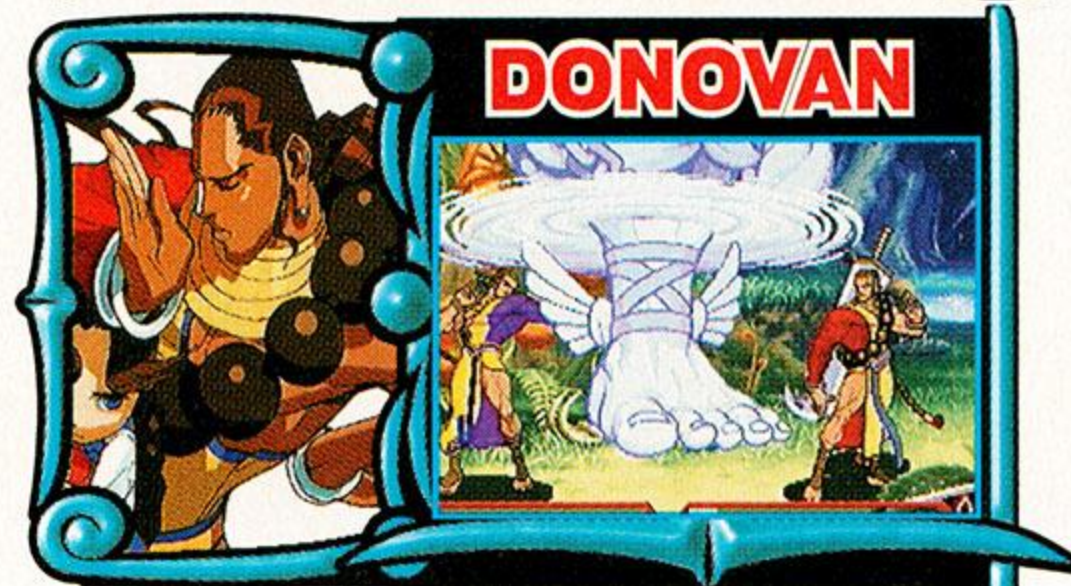


BISHAMON

AS: Concentrate on using Soul Stun, followed by Soul Summon and Upper Slash for maximum damage. Against slow-moving opponents, use the Stone Sentence. Faster ones just use an ES version of the Upper Slash when facing.

AGAINST: Block all the Soul Stuns. You're pretty safe jumping in on him or hammering him with missiles. A straight-on assault will usually get you Quick Slashed.

Deadliest Combo: LP, LK, 6+B, 6+MK, 6+HP Hits: 5 (24/44)



DONOVAN

AS: He has a wide range of specials. Don't bother with his Release Sword moves...they're too hard to hit with. Stick with the Lightning Sword against nearby or jumping opponents, and the Ice Sword against opponents farther away. His EX moves can be hard to hit with.

AGAINST: He's very hard to jump in on and not easy to advance toward. If possible, hit him with missile attacks or reaching attacks.

Deadliest Combo: LP, LK, B, HP Hits: 4 (25/39)

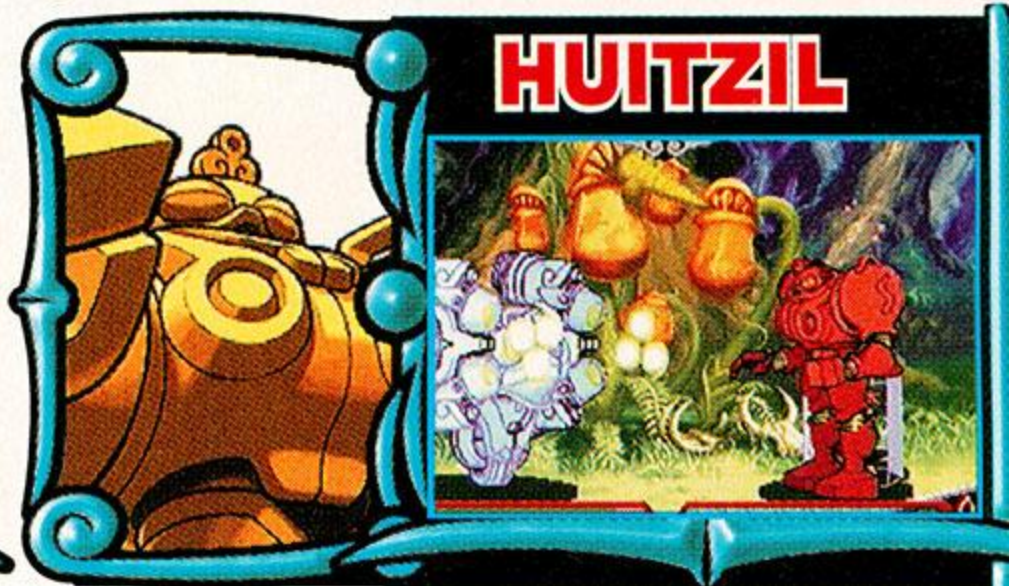


PYRON

AS: Teleport behind opponents whenever they attack with a long recovery time. Use the Soul Smasher to hammer from a distance and the Orbital Blaze against jumping players. By selecting Dark Force, with the Power setting rather than Change, the EX is way better.

AGAINST: Stay on top of him, or he'll just teleport in behind you. Rush toward him when he starts up his EX move and it'll miss you completely.

Deadliest Combo: LP, LK, B, Forward + HP Hits: 6 (20/36)



HUITZIL

AS: Hammer your opponent with high and low Plasma Beams while you build up your power. If they get in close, hit them solidly with a Down+Forward attack. Use an ES Plasma Beam on jumping opponents, and a Final Guardian against non-jumping or slower ones.

AGAINST: Get in close or you'll just keep eating Plasma Beams. Use Air Dash or teleport to get in close. Edge forward until you're within range.

Deadliest Combo: LP, LK, 6 + B, 6 + MK, 6 + HP Hits: 5 (23/38)



ROLL AWAY™

Drive Yourself Up The Wall!



More than 200 levels of addictive puzzle madness provide hours of challenging gameplay



Innovative 3D platforms allow you to flip the playing perspective 360 degrees



Pick up coins, gems and fruit, and dodge countless perilous obstacles



Test your memory against a friend in the 2-player "Copy Cat" mode

HOT PRODUCT INFO:
www.psygnosis.com



©1997 Sony Computer Entertainment Europe. All Rights Reserved. Developed by Game Design Sweden AB. Published in USA by Psygnosis and licensed by Sony Computer Entertainment Europe. Psygnosis and the Psygnosis logo are TM or ® and © 1990-8 Psygnosis, Ltd. ALL RIGHTS RESERVED. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



EIDOS
INTERACTIVE

www.fightingforce.com

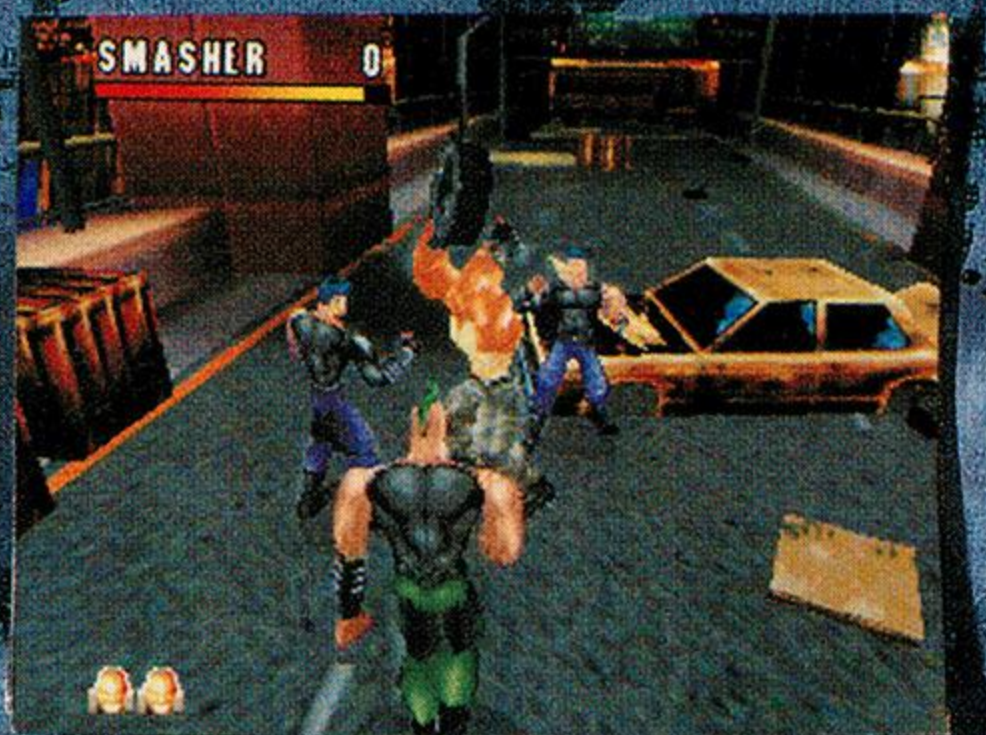
CORE

NINTENDO⁶⁴



"ALWAYS CARRY A SPARE."
AFTER ALL, YOU MIGHT MISS THE FIRST TIME.

— Ben "Smasher" Jackson

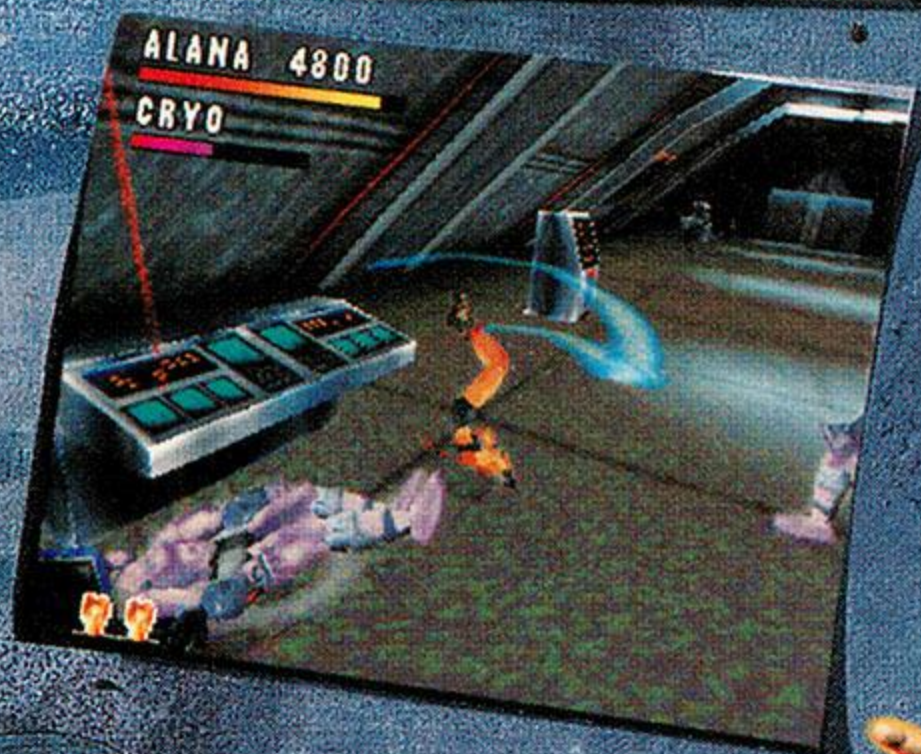


ANY TIRE WILL DO. In fact, almost any object you get hold of will make a weapon to be reckoned with in this urban bedlam.



Where brutal 3-D action and vicious moves wait around every corner, crevice and abandoned pick-up.

So you'd better check your surroundings. And your aim. Because one false move and you may need more spare parts than that tire.



**FIGHTING
FORCE 64**

Chapter-by-Chapter Walk-through



XG Strategy
by Scott Augustyn

Square has released many really fantastic games recently, and Brave Fencer is no exception. The combination of RPG and action elements is good. (It does have a little more weight on the action side, however.) In difficulty level, the game isn't very mind-stumping, just somewhat frustrating. Some of the puzzles can be extremely mean to you and may require multiple attempts to complete.

In this guide I cover some of the harder puzzles for each chapter. I've also shown where to find all the Bincho Fields, Minkus and Legendary Armor. With this knowledge you should easily be able to walk through the game.

Although the game is pretty cool and the humor is off the wall enough to make you want to play, it falls short in sheer play time. It is very possible to get everything in the game in about 25 hours.



Database

time to complete	20 hours
challenge	moderate/hard
best item	SP-Revive
coolest Boss	Dark Lumina 2
worst assimilated	
power	poison
system	PlayStation
publisher	Square EA
developer	Squaresoft



BRAVE FENCER

MUSASHI

CHAPTER 1 - The Journey Begins



Sir Musashi, my name is Steward Ribson and I will give you some valuable hints as you travel through this guide. The first chapter is very simple, but you will learn how to use all of your abilities. Get used to the assimilation power of Fusion—this will be the solution to many of the obstacles you will face in the game.

FOREST

This is the area where you will start. It is very straightforward, and there is no other way you can go. You will get your first experience with Fusion when you must **assimilate the Gunshot ability to shoot down the logs** to cross the river. The path will lead to the outside of the Spiral Tower. To open up the tower, you will need to destroy all the statues on the outside ring.



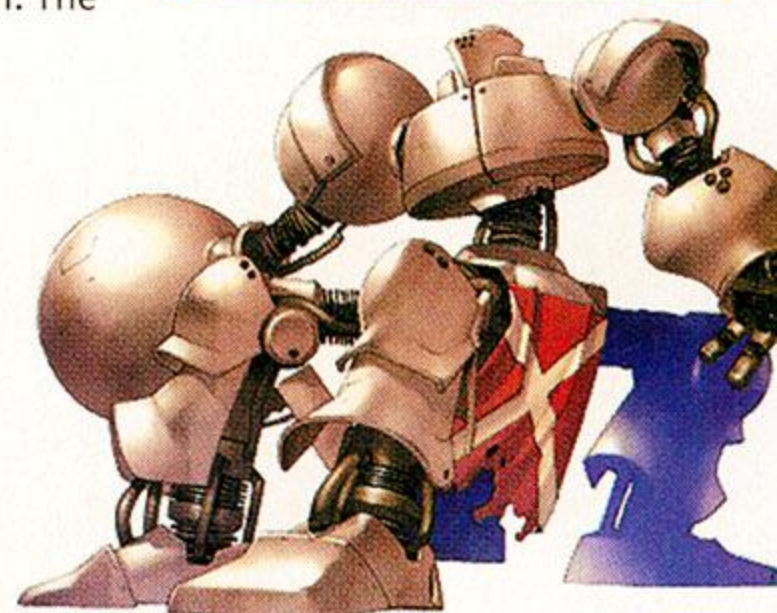
SPIRAL TOWER

Run along the outside of the tower and dodge the wheels rolling down—they always fall on the inside, outside, then ground. When you get inside run along the inside track. To get the bell to fall onto the fire, you will need to go very high and then shoot the rope with the Gunshot ability. On top of the tower get the Paralyze ability then **stun a guard on the plate by Lumina**.



BACK TO THE PALACE

After a very dramatic run from the statue's head, you will end up back in the palace. There you will face your first Boss, the Steam Knight. This Boss is a real pushover and can be beaten pretty easily. The game even shows you where to strike. **Avoid the ball-and-chain, then strike.** You can hit its legs when the steam is coming out, but you will most likely take more damage than it's worth. **When you knock it down, hit the green crystal.** The strategy changes a little when it enters its third form. The statue will do a lot of jumps, and you will need to hit it when it lands. The first jump will always be very close, if not on top of you, so avoid that one. The next one, however, should be a sure hit with your new Lumina sword. After you empty its life bar, give it one more good smack to end the battle.



TOYS! TOYS! TOYS!

As you clear out dungeons in the game, toys will become available in the toy store. There are six series of normal guys, relating to the six different chapters, and one special series. The special series has some of the best characters, but they are also the hardest to get. You will need to finish the game several times, get all the people from the Bincho Crystals, collect all the Legendary Armor and collect all the Minkus. Here is a list of the toys:

Series 1

Musashi, Bee Plant, Soldier 1 and 2, Rootrick, St-Knight

Series 2

Soldier 3, Herb Plant, KManeater, Magician, Sleepie, Skullpion

Series 3

R-Vambee, V-Soldier, Bowler, Cure Worm, Bubbles, R-Keeper

Series 4

Penguin, Haya Wolf, Slow Guy, S-Golem, Ginger-E, F-Dragon

Series 5

Giant, Toadstool, Ed and Ben, Topo, Col-Capri, Queen Ant

Series 6

Soldier 1H, 2H and 3H, Big Walker, Flatski, T.O.D.

Special Series

Fillet, Jon and Leno, Mom Minku, Kojiro, D Lumina1, D Lumina2, D Lumina3

ENEMY NAME	ASSIMILATE (Power Description)	COST
Bee Plant	Perfume - Reduces damage received by attacks	2 BP
Soldier 1 (Red)	Stun - Paralyzes enemy in its tracks	4 BP
Soldier 2 (Blue)	Gun Shot - Shoots telekinetic bullets, either rapid shot or sweep	1 BP
Soldier 3 (Green)	Javelin - Throw a telekinetic javelin	6 BP
Herb Plant	Mint - Tired percentage is temporarily dropped to 0 percent	4 BP
Hopper	Hop - Jump through and over thorn bushes, climb steep slopes	8 BP
Maneater	Satiate - BP steadily increases	4 BP
Magician	Shrink - Miniaturize enemies to make them harmless, can then step on them	10 BP
Sleepie	Sleepy - Tired percentage increases to 100 percent temporarily	4 BP
Lone Mist	Sublime - Soul leaves body so you can explore room you're in	8 BP
Bowler	Bowl - Throws bowling ball, can break through walls	10 BP
Cure Worm	Antidote - Removes poison in body	6 BP
B-Eater	Satiate - BP steadily increases	4 BP
Haya Wolf	D-Kick - Performs a Flying Drop Kick	4 BP
Mapper	Map - Shows a map of the Frozen Palace	8 BP
Slow Guy	Hurl - Gets rid of enemies by throwing them in the sky, must pick up first	8 BP
Stomp Golem	Steel - Allows Musashi to walk through spikes	24 BP
Copycat	Clone - Causes a punching bag to appear, press button again to detonate	16 BP
GiAnt	Depress - Musashi will feel temporarily blue	4 BP
NeedlAnt	Acid - Shoots acidic orbs to melt away ants	8 BP
Toad Stool	Poison - Musashi is poisoned	7 BP
Soldier 1H (Red)	Fencing - Emits a semihoming wave from Fusion	8 BP
Soldier 2H (Blue)	3-Way - Shoots spreading telekinetic bullets	6 BP
Soldier 3H (Orange)	Homing - Shoots homing telekinetic rockets	10 BP
Soldier 4H (Green)	Grenade - Throws telekinetic grenades	50 BP

CHAPTER 2 - A New Journey



Congratulations Sir Musashi! You will now have to take on the bigger quest. You will get a good look at some of the beautiful and dangerous areas in our kingdom. You will also find one of the five scrolls: the Earth Scroll. You will also get a greater understanding of the many powers of Lumina. Learn them well, Sir Musashi.

SURROUNDING AREAS

This is not exactly a way to further the game, but it should be done before you get wrapped up in the story. Once the new chapter starts, you will want to **search through all the new surrounding areas**. In the two forests, Somnolent and Steamwood, you can find a total of four Bincho Fields. You can also find a couple of Minkus (see Minku sidebar for more details). Once you finish your search you will want to talk to the mayor to find out your next quest.



LENO & MEANDERING FOREST

So you need to rescue a dog. No problem. If you have rescued the path guard, then he will let you in. If not, then you will have to **wait until night to get into Twinpeak Mt.** When you are carrying the dog back, be sure to carry him through the exit off the screen or you may lose him. To free Jon you must first get some water from the well by the church, then some bread from the bakery. **The path to Meandering Forest can be found by going through Somnolent Forest.**



Leno will be outside the forest waiting for you. Follow where he barks to reach the graveyard. Push the tombstone to get the key, then return to the village.

TWINPEEK MT.

On your way up the mountain stop at the bridge. If you **fall off the side right at the start** you will be able to collect some treasure and one Bincho Field. You can then use the vines to get back up.



RIVER RAFTING

Before you reach Jon at the top of the mountain, you need to cut down four trees. To do this you'll need to power up your attack gauge and **do a Spinning Cut with Lumina**. When you give Jon the four logs, he will make a raft for you and your rapids ride will begin. About **halfway down you will have the opportunity to grab a secret Bincho Field**. To reach it take the left path that is shown in the picture to the right. You will then need to backtrack and raft again. At the bottom is the L-Brace.



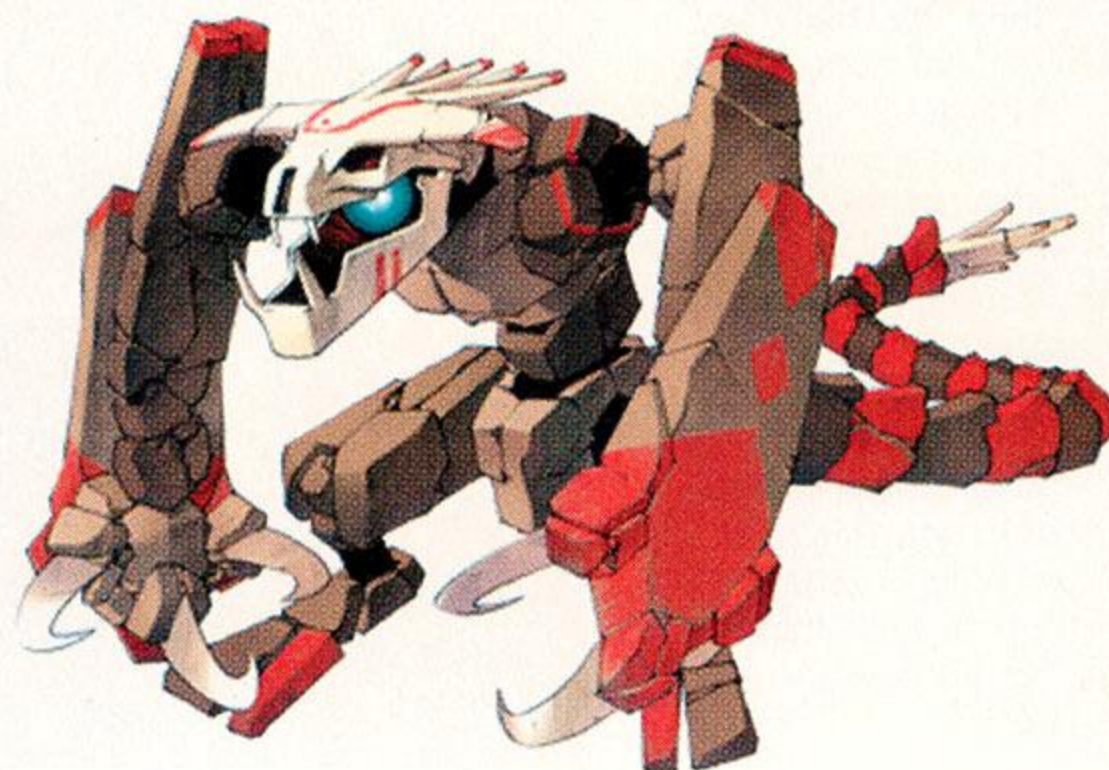
STEAMWOOD

Upon returning to the village you will notice something is wrong. Travel to Steamwood Forest to fix a leak. This is one of the most annoying puzzles in the game. Go up the lift and **head counterclockwise, clockwise, then counterclockwise** to hit all the switches and fix the leak. Once you do, you will need to race Rootrick to the top of Twinpeak Mt. He is to the left of the memory box. At the top you'll get the Earth Crest.



HELL'S VALLEY

After getting the Earth Crest head to the palace and talk to Steward Ribson. Then it's off to Hell's Valley. **Use the Earth Crest to drop the boulders and the ramp.** To beat the guardian you will need to use the Earth power when a rock or a basket of bombs are going over it. Eventually you will knock it out and then you must rush up to it quickly and hit the green gem. A couple of hits like that on the green gem and you will have defeated the guardian.



MINKUS

These cute and cuddly little buggers are probably the most valuable things in the game. There is a total of 13 of these guys scattered around the kingdom. The key to finding them is to look for the animal dung during the day or the little white guys themselves at night after 22:00 hours. They are very hard to catch, but if you can catch them, you will be rewarded with a boost of 25 points to your health permanently. You will be unable to collect most of these until later in the game. Before you go to the end, you will definitely be able to get them all.



MINKU LOCATIONS

- 1 - By the Gondola
From the entrance to Twinpeak Mt. go left. It can be found by the small area with the tree.
- 2 - By the Gondola
East of the Gondola lift. You need the L-Brace to climb the wall.
- 3 - Somnolent Forest
Hidden path by bridge to Meandering Forest. (See Surrounding Area - Chapter 2)
- 4 - Somnolent Forest
On the east bank of the river. Using the Water Scroll jump off the first bridge then head down and to the right. It is sitting on the bank of the river.
- 5 - Twinpeak Mt.
Right below the first cave entrance. You will need to fall down and then quickly swing to the left.
- 6 - Twinpeak Mt.
From the previous one you need to use the Water Scroll and head farther west and south.
- 7 - Hell's Valley
The arena where the Skullpion was defeated.
- 8 - Grillin' Reservoir
On a ledge north of where you found the church bell. You will need to fill the area with water then use the Water Scroll.
- 9 - Steamwood Forest
Hidden by the Wind Crest. To reach this crest you must have the Earth Crest and L-Brace. It can be found by following a pipe on the north side.
- 10 - Binchotite Mine
On a ledge close to the Misteria Flower.
- 11 - Binchotite Mine
To the left of the dead Giant. Only becomes available after Chapter 5 begins.
- 12 - Binchotite Mine
In a room where two Cure Worms are. Only available when Chapter 5 begins.
- 13 - Wind Scroll
Found just before you receive the Wind Scroll.

THE LEGENDARY ARMOR

The strongest, and only, armor you can get in the game. Each piece of the armor endows Musashi with a new ability. Unfortunately you won't get the complete set of armor until late in the game, but the pieces you do get will open up even more of the land to you. Here is where each piece can be found.

LEGENDARY ARMOR POWERS & LOCATIONS

Legendary Bracelet

This is the first one you get, and it endows Musashi with the power to climb walls. It is found at the bottom of the river ride, during Chapter 2.

Legendary Belt

This belt is found in the restaurant basement. To get it open up all the four eye doors and then talk to the restaurant manager. It allows Musashi to perform a Double Jump.

Legendary Vest

This item is found in the village well after you activate the crest and raise the water level. It is found in the southwest corner. It speeds up the charge time for your attack gauge.

Legendary Goggles

This item can be found in the Somnolent Forest after Chapter 3. Head to the most southwestern part of the forest and you should run into a Water Crest. Once collected it will allow you to automatically appraise items you pick up.

Legendary Shoes

These shoes are found in the Ice Palace. With these equipped you will be able to walk over frozen surfaces without slipping. It also reduces the amount of fatigue that you receive.

Legendary Quilt

This is one of the things the Weaver will make when you give her the Legendary Cloth. This is one of the best pieces. It reduces fatigue to 0 percent and recovers both HP and BP.

Legendary Gloves

This is the other thing that the Weaver can make. It is made out of the Legendary Cloth and increases the amount of critical hits that are delivered.

CHAPTER 3 - Mission Vambee

BINCHOTITE MINE

Here's the skinny: You need to collect two rare items to heal poor Tim. The first piece is the **Misteria flower**, which is found in the underground lake in the mine. To get to it you will have to fall past this fan and then go left. You will eventually reach a room with rotating platforms, shown to the right. Here you will have the opportunity to collect some treasure, a Minku and a Bincho Field. To acquire the treasure you will need to pick the flower between 3 and 7 a.m. Once you finish here go to Twinpeak Mt. and collect the Aqualin. It is found at the very top of the mountain. You will need to use your Earth Scroll to get there.



Well done, Sir Musashi! You now have the first of the five scrolls. Learn those powers well, as they will surely save your life. In this chapter you will get the opportunity to save a lot of the castle personnel, so don't miss them. You will need to be quick and careful to get through this chapter unscathed.



CHURCH & WELL

Right after getting the Double Jump you will need to go into the church by jumping over the fence. Inside you will face some vambees. To beat these guys all you gotta do is last until the morning, then the battle will automatically end. Now you will need to go into the well. The first thing you will obtain will be the Water Crest. You will also need to retrieve the bell like you did Leno. **DO NOT TOSS THE BELL OFF-SCREEN!** Toss it over the water and carry it out of the mine. Once you defeat the Crest Guardian you should come back and collect the treasure and activate the crest.



RESTAURANT BASEMENT

After curing Tim you will need to solve the ghoulish problem. To do this wait outside the restaurant until night, when the ghouls start coming out. When they do, quickly run into the restaurant. You will have to go through a total of four separate areas to open the last door. In each area you will have a ton of opportunities to free people from Bincho Fields. A total of seven crystals are scattered around the four areas. Once you get the Bowling power, you can bowl over the zombies set up like pins. If you get a strike, you'll be rewarded with a ton of experience; if not then just leave the room and come back. They'll be reset. With that power you can also destroy a wall in the main area and collect the Legendary Cloth. The only mind-numbing puzzle is the teleporter puzzle. The route you need to take is right, left, left. This route will take you to the end crystal and allow you to continue on.



CREST BOSS

This Boss can be a little frustrating, as you will have to use your charged water power to damage this guy. When the fireball is big you can hit it with several shots from the Water Scroll, but when it shrinks up just try to keep yourself alive. Avoid the center of the path because that is where it will appear frequently. Once you damage it enough for the fire to disappear you will need to hit it in the crystal. Unfortunately, you still may be working off the powered up Water attack. To easily end the Water Charge simply go into the Inventory Screen and change to the normal Sword Mode. Slash the Boss in the gem and then switch back to the Water power.

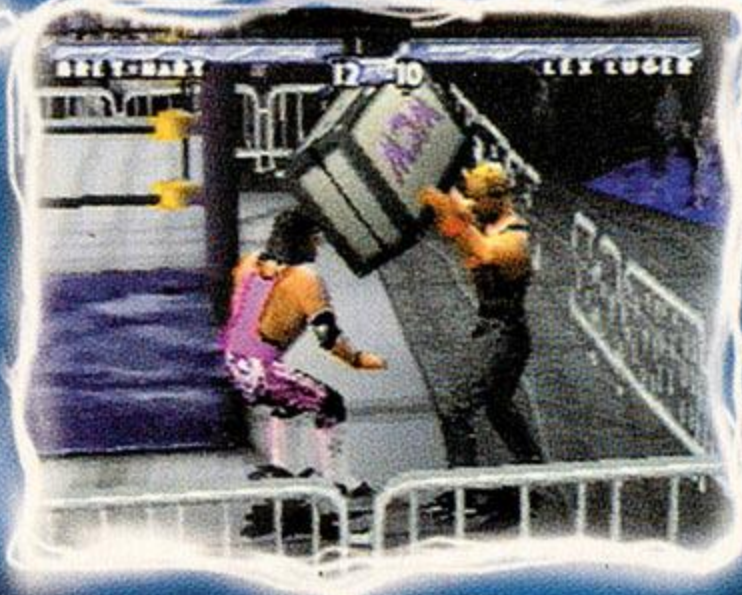
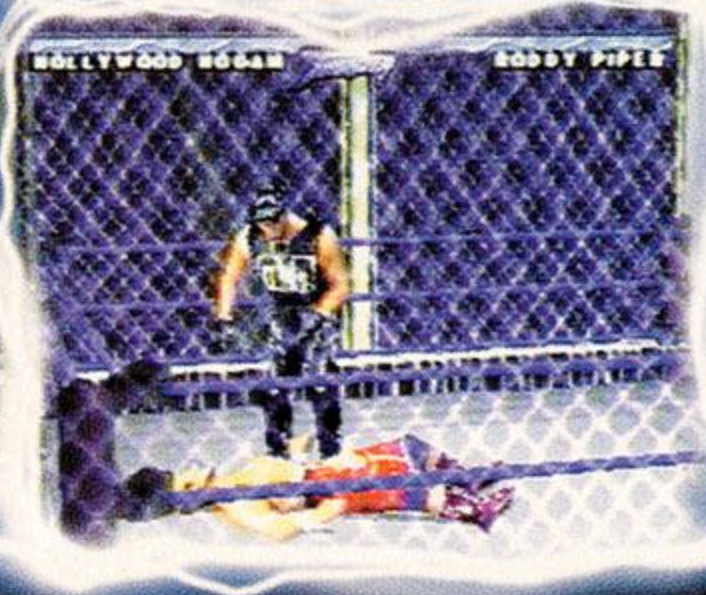




FEEL THE POWER

WCW/nWo

THUNDER



"Make your enemy feel the **BANG** as you beat him mercilessly with everything from briefcases to stop signs."

- Diamond Dallas Page

- Choose from over 60 WCW and NWO Wrestling Superstars, including Hollywood Hogan, Goldberg, Kevin Nash, and Diamond Dallas Page!
- Signature Moves, Tons of Weapons, and the No-Escape Justice of a 15-Foot High Steel Cage!
- Full-Motion Video Entrances and Exclusive Rants!



www.thq.com
www.WCW.com

©1998 World Championship Wrestling, Inc. A Time Warner Company. All rights reserved. WCW™ and NWO™ are trademarks of World Championship Wrestling, Inc. All characters depicted are trademarks of or used under license to World Championship Wrestling, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. THQ™ 1998 THQ INC.



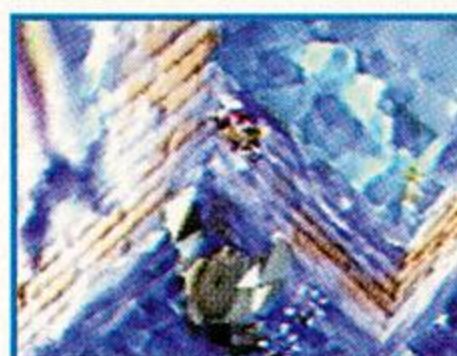
CHAPTER 4 - Duel at Dragon Isle



In this chapter you will need to fix a well, save the village and conquer another Crest Guardian. I have no doubt Sir Musashi, that if you use the new powers of Lumina you will be able to walk away victorious. As always, be sure to explore our lush kingdom and see if any new areas may become available with your new powers.

ICE PALACE

The Ice Palace is a pretty good dungeon; not too big but filled with some good puzzles. One thing to keep in mind when going through here is that if you're stuck, try anything. For the room on the right with the penguins, you need to **get on top of the block and ride it out, then jump over**. To get up this ledge, shown to the right, you will need to lure the giant monkey beast over there and let it toss you up in the air and over to the ledge. Getting the eyes is a little challenging as well; just be sure to read the signs in the room before you start attacking. For the first room you will need to just kill all the monsters; the second, kill all the monsters without taking any damage; third, kill the monster with the Clone ability. For the last room, getting the Clone ability can be a little tricky. What you need to do is approach the copycat, then turn sideways so it turns with you. Once you do that then **charge your sword and swing around it**, all the while blocking. It won't move and you can catch him.



BINCHOTITE MINE

After talking to the mayor's wife you will find out the well needs to be fixed. Easy, just **go down the well and use Lumina on the Water Crest**. Be sure to check the area for treasure, though, because there is some to be had.

Afterward you will need to fix the gondola. To do this you must **go to the castle and talk to all three carpenters**, then go back into the mine. With your new powers you will find the Gizmo Room. **The one you want is the third from the left.**



VILLAGE

After fixing the gondola and resting in your room you will find the village on fire. **To put out the fire just power up your Water Scroll and aim at the fires**, spouting out the sides of the different houses.



DRAGON ISLE

As a reward for putting out the fires and fixing the well, you will receive a calendar and some rocksalt?! You will be able to use the rock-salt a lot quicker than the calendar. Head to Dragon Isle in Somnolent Forest. On the path down there you will be able to **use the rock-salt on the giant slug**. Once past you will get the Fire Crest and have to battle your archrival, Kojiro. Kojiro himself is not that much of a threat. He does a couple projectile attacks and can block straight-on attacks. **To counter him just be sure to keep a little distance and move around him in circles**. You should easily be able to get behind him, and when you do just rush up and slash him. **Once you beat him retrieve the Princess and head back toward the castle**. The next challenge is about to begin.



CREST GUARDIAN

This Crest Guardian at first can be a little tough. You will need to use your Flame Scroll and hit it in the head. For the first part just try to roast it as it flies past. Eventually it will knock a ledge out on the right. From there you will need to race and **melt some icicles to get across a bridge**. Once on the mainland the real battle will begin. Run back and forth to dodge its lunge, and continue to move when it spits its ice. When it starts to charge its main Ice Beam stand in front until you see which way it will start the beam. **Once you know that go to the other side and charge your sword**. As soon as it stops use your sword power and torch its head. It will eventually fall and you can hit the gem. **Be ready to jump quickly after that, though, as it will try to take a swipe at you.**



THE BINCHO FIELDS

Bincho Fields are scattered everywhere in the world. It is possible to find all of them before you go to the last level. You will need to strike them with Lumina in order to free the trapped people inside. Each Bincho Field you break will increase your BP by 5. Here is a list of the number and locations of Bincho Fields.



BINCHO FIELD LOCATIONS BY CHAPTER

CHAPTER 2

- 3 in Steamwood
- 4 in Somnolent Forest
- 4 on Twinpeak Mt.
- 1 while river rafting
- 1 in Hell's Valley

CHAPTER 3

- 4 in Binchotite Mine
- 8 in Restaurant Basement

CHAPTER 4

- 1 on the beach of Dragon Isle
- 5 in Ice Palace

CHAPTER 5

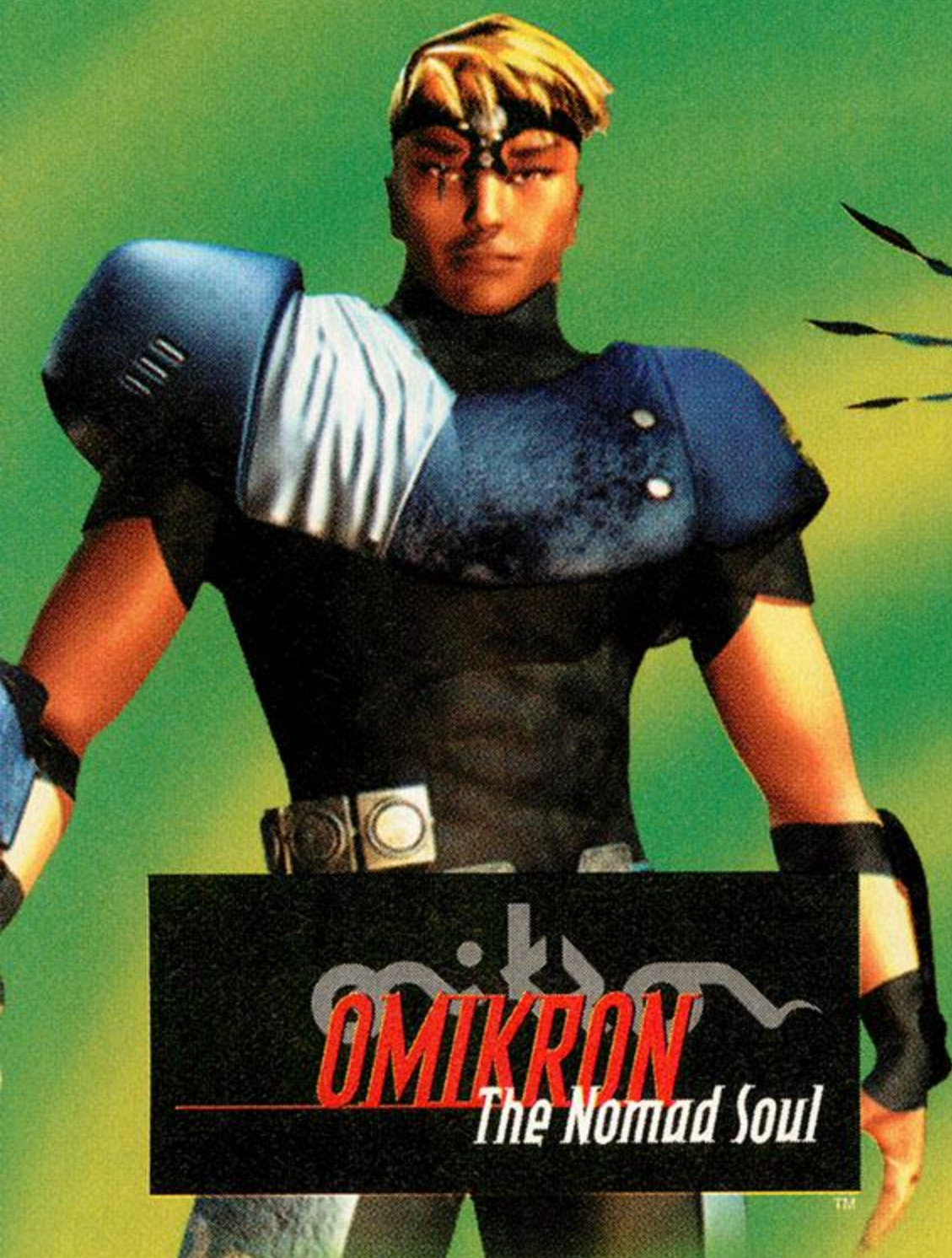
- 3 in the Ant Lair part of the mine

CHAPTER 6

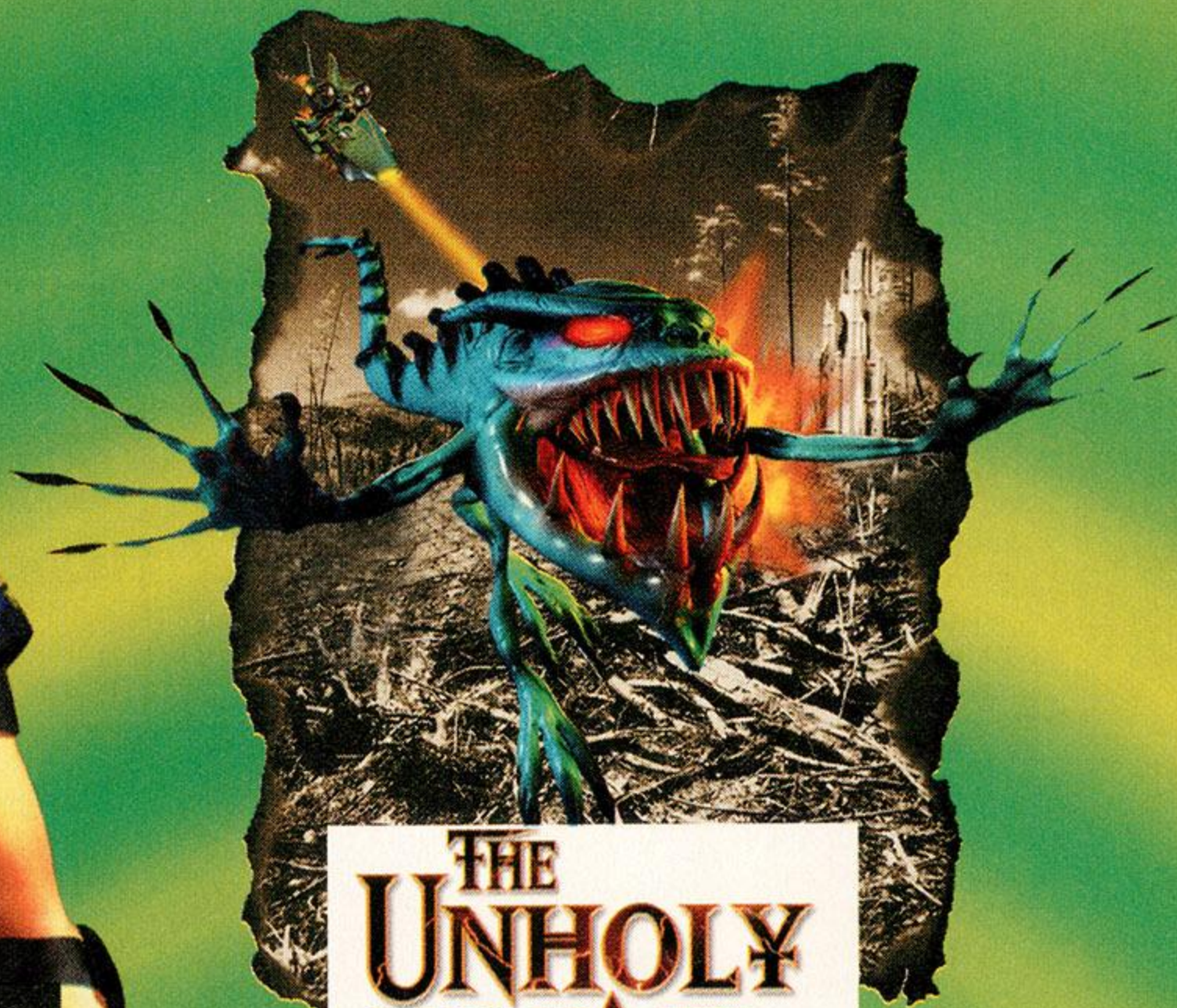
- 1 at the start of the chapter

NOTE!

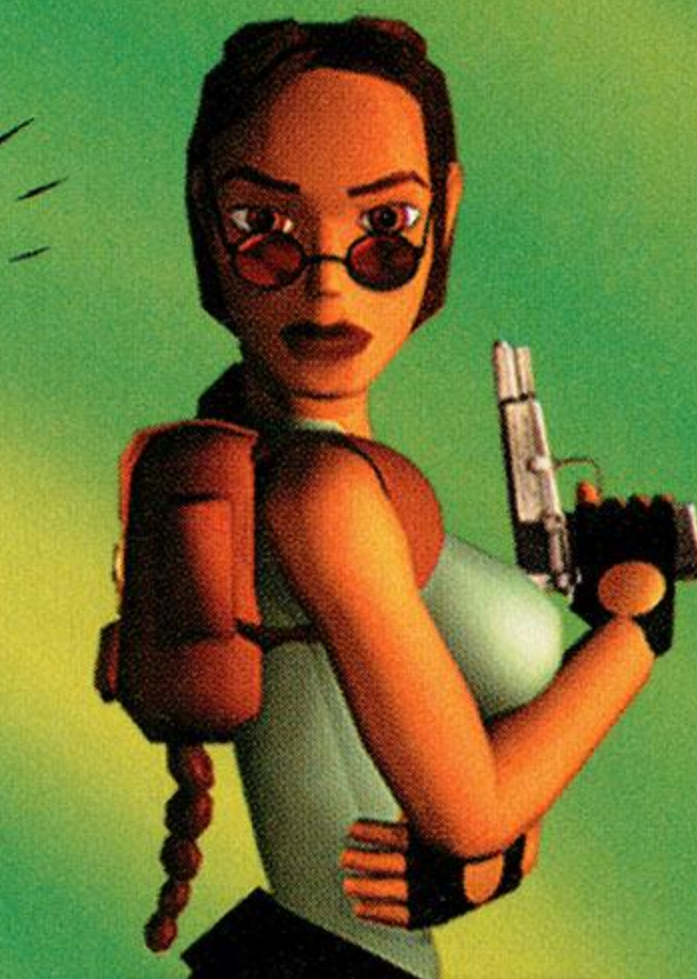
After you find a new Bincho Field and release the person inside, make sure to go to the castle to talk to that person. You can tell whom you have talked to and whom you haven't by what Musashi says when the cursor is over the person. If he says, "Better go and meet them," then he hasn't talked to them yet. All the knights you rescue will teach you a new fencing technique. There will also be two other people who will teach you a new technique: the Maid and the two clowns with their stunt. You should talk to everybody, though, because you might get a total recovery on your health or even a hint on where you are supposed to go next.



OMIKRON
The Nomad Soul

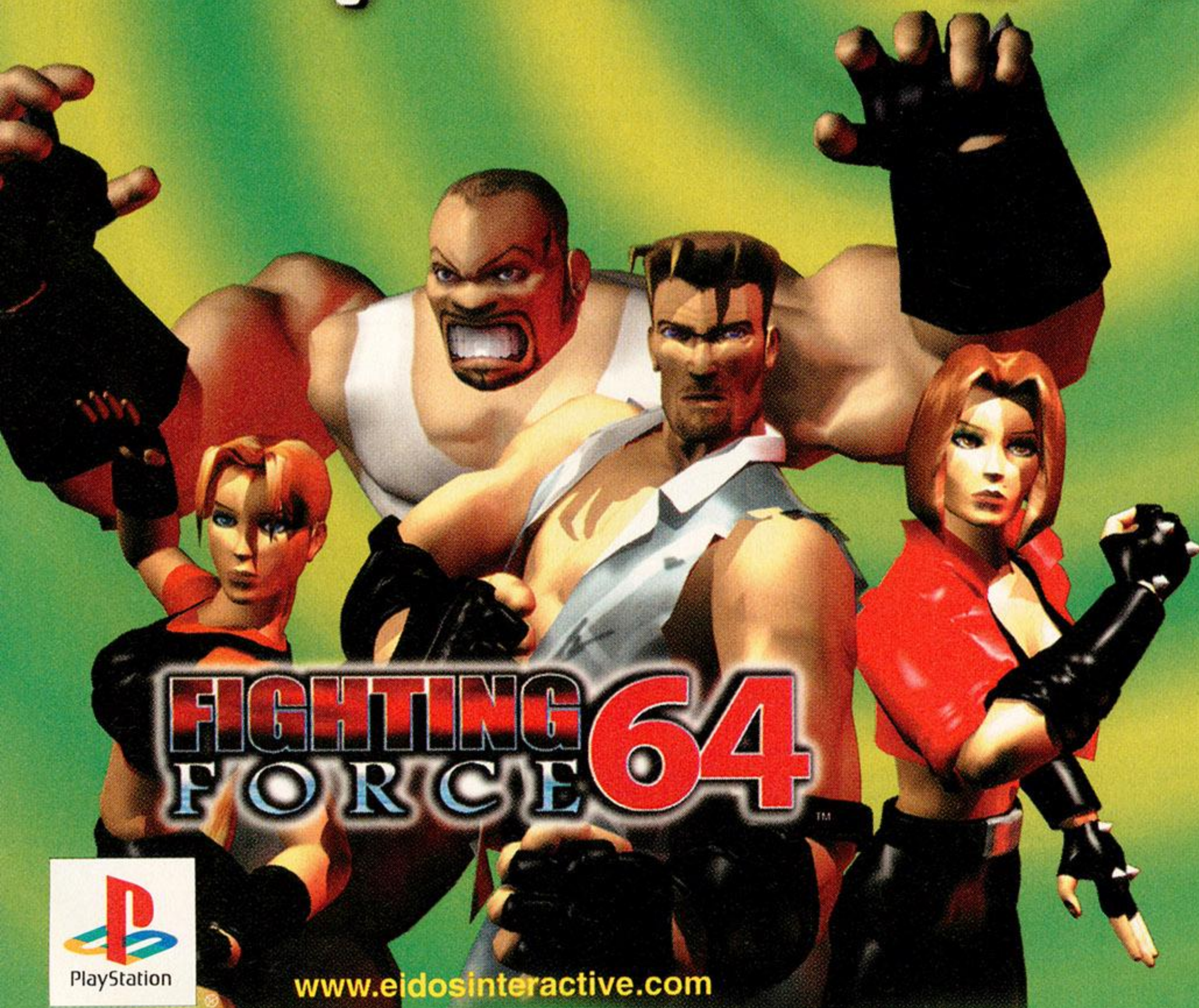


**THE
UNHOLY
WAR**
OUT THINK. OUT MANEUVER. OUT LIVE.

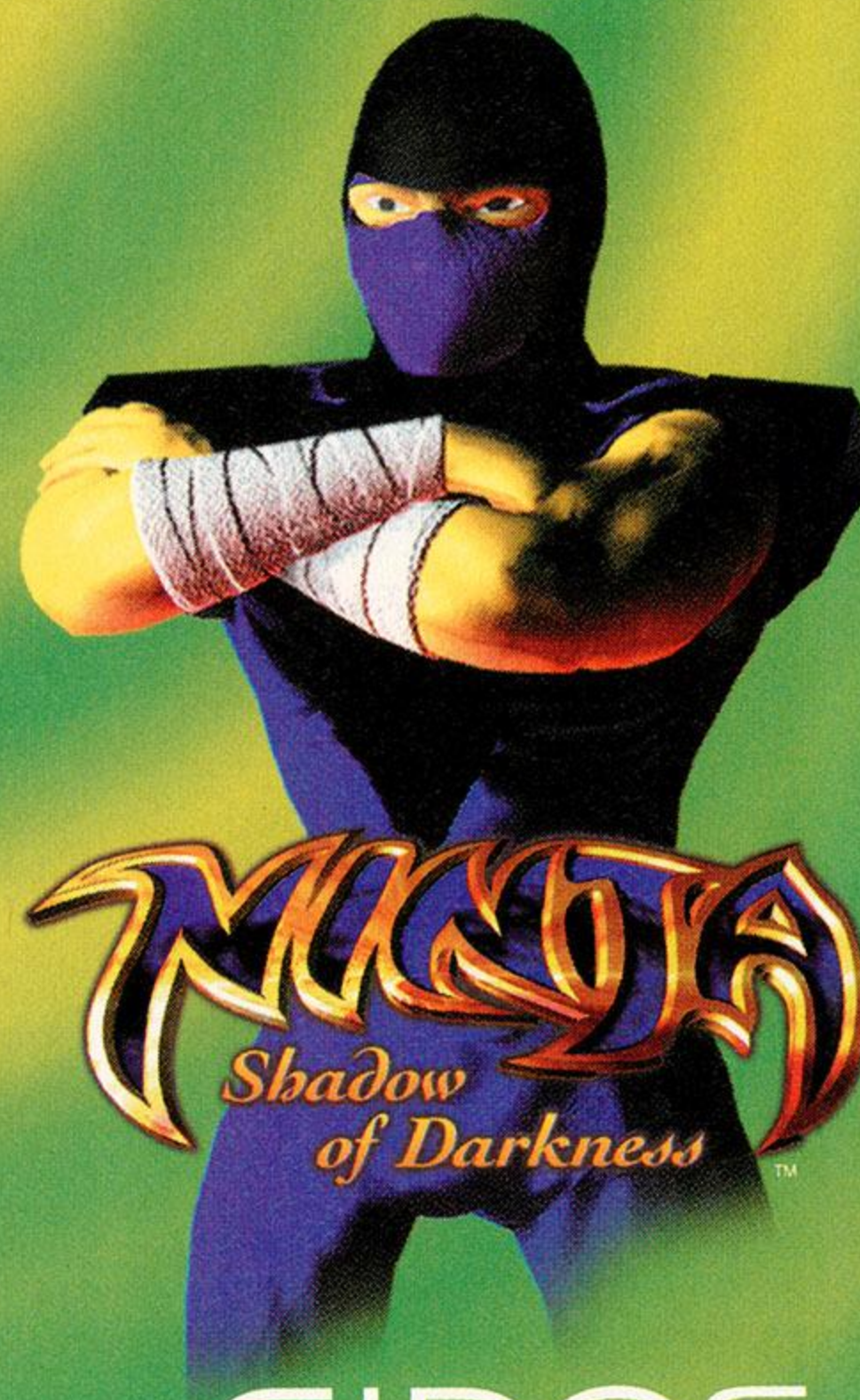


**TOMB
RAIDER**
ADVENTURES OF
LARA CROFT **III**

Only Eidos challenges
your imagination!



**FIGHTING
FORCE 64**



NINJA
Shadow of Darkness



www.eidosinteractive.com

EIDOS
INTERACTIVE

The Unholy War and the related characters are trademarks of Crystal Dynamics. © 1998 Crystal Dynamics. All rights reserved. Tomb Raider III, Lara Croft, Ninja: Shadow of Darkness and Fighting Force and trademarks of Core Design. © 1998 Core. Eidos Interactive and Omikron are trademarks of Eidos, Plc. © 1998 Eidos. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

THE ELEMENT SCROLLS

ALL ABOUT THOSE MAGICAL SCROLLS

Each scroll has its own benefits. It is essential to learn what each scroll can offer you as you adventure through the world. All the scrolls are useful and they will get you past at least one puzzle in the game. Here is a list of the scrolls and what each one does.

EARTH SCROLL

This is the first one you get. With this scroll equipped and powered up you can create an earth-shaking tremor. This tremor goes out a little ways and can make boulders and ledges fall. It can also push down buttons and switches. You do not have to be next to some things for them to be affected by the earth tremor.

WATER SCROLL

The second one you receive. With this one equipped you can enclose yourself in an air bubble. With this bubble you can run over water. You can also fire off a water spout and douse flames. If you take any hits while enclosed in the bubble, you won't receive any damage but the bubble will pop.

FIRE SCROLL

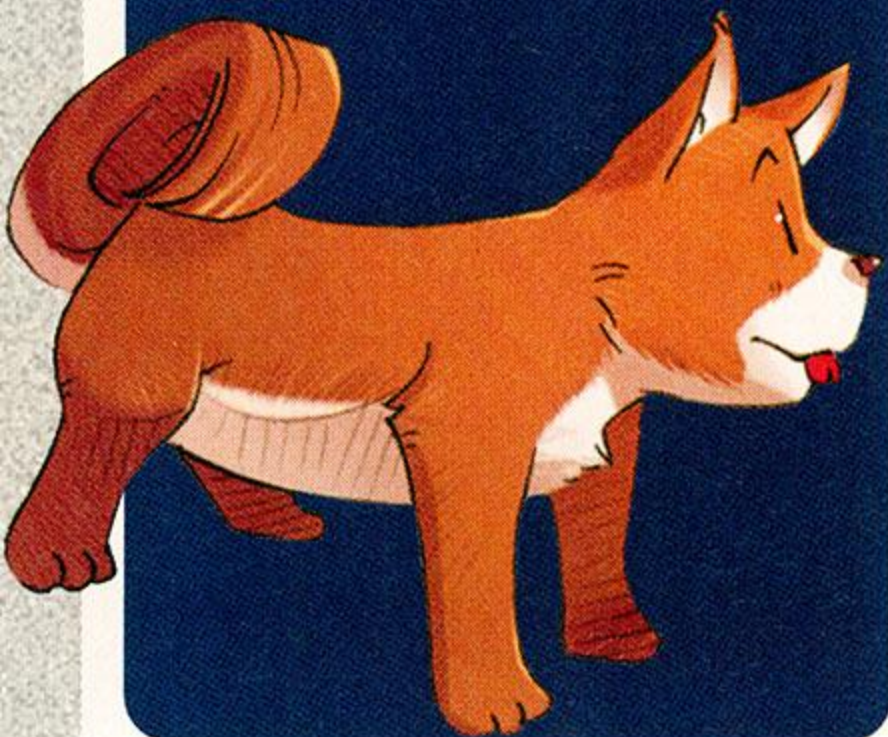
This scroll gives the power of fire. It surrounds you with three smaller flames and allows you to fire off a stream of flame like a flamethrower. Get used to the delay on the flamethrower, though. It doesn't turn very fast with you. It can be used to hit things from a distance and to light fires.

WIND SCROLL

This can be a pretty useful one if you use it with the Legendary Vest. The powers that are given to you when you charge it are a Cyclone Spin, the ability to dig into the ground in certain places and the extra strength to fight off pushing winds. Hold down the Square button to spin yourself like a cyclone and to maneuver through high winds.

SKY SCROLL

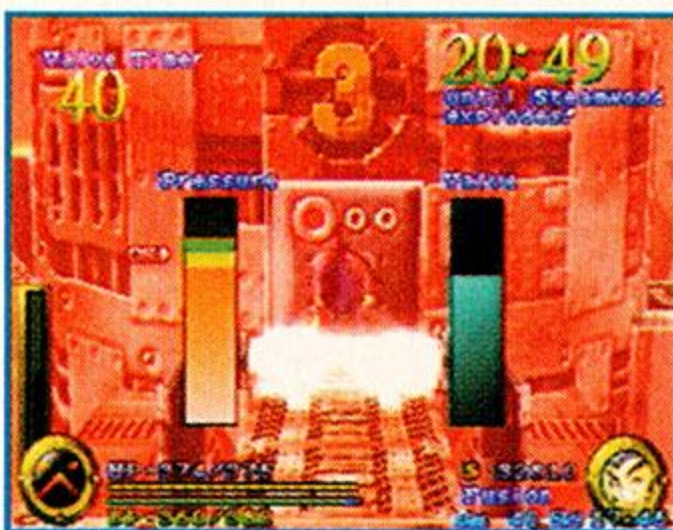
The last one you get. When this power is charged up it allows you to float in the air. It can stop you in midair and also allows you to turn on a dime. Very useful in the last level, which is where you get it.



CHAPTER 5 - The One that Nests Underground

STEAMWOOD

Upon starting this chapter you will find out that the Princess has started to do some odd things. Talk to a couple of the shopkeepers and then **talk to the geezer in the palace**. After the gondola ride you will have to go to Steamwood again. Yup, you guessed where this is going. Head to Steamwood and get ready to do it again. This time there are many more steam leaks and several of the valve handles are missing. **There is one handle on the ground floor, one on the second and one on the third.** The hardest level will be the second; you will encounter a tough area to jump to. You will need to actually jump off the catwalk and then Double Jump to the valve.



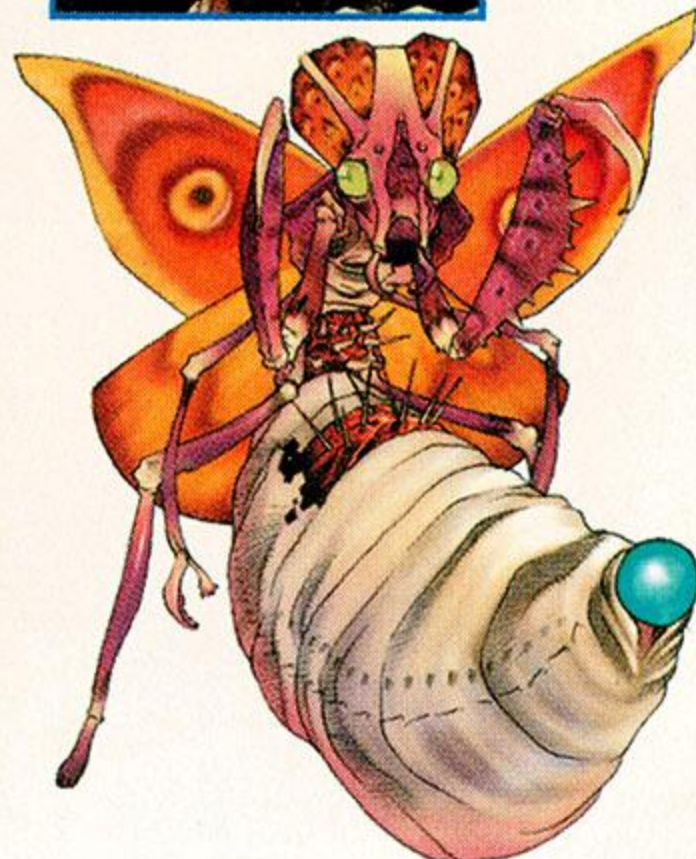
WIND SCROLL

To get the next scroll you will have to backtrack to the village and go into the mine. Take the left path, then the left path again to get into the area where the first Water Crest was. **Take the tunnel on the lower level at the north-west corner.** Follow it down and activate the seal. Be aware that once you climb to the surface you will have the opportunity to collect a Minku—just wait until night.



CREST BOSS

This Boss can be one of the cheapest Bosses in the game. It has the opportunity to do a lot of damage. That's tough to dodge. Be sure to collect all of the power-ups in the area right before it. The good thing about this Boss is that it is pretty patterned, with very little variance from the pattern. **Be sure to have the Wind Scroll equipped when you fight**, as you will need to use it several times during the battle. The key moments to remember are when it uses its claw to scrape you: After it does this it will become tired and put its head to where you can hit it. After the Boss takes enough damage you will get the second opportunity. **To get to the gem on its tail you will have to power up your Wind Scroll and spin like a cyclone.** This will blow away the poisonous gas and allow you to hit it quickly. When its belly shakes, dodge quickly to the next hill. It will try to grab you with its smaller arms; to dodge them wait until they are almost on you and do a Double Jump.



The Princess has been returned! Something is amiss though, and your quest is not quite finished. You still need to collect the last of the scrolls. I am sure there will be new challenges for such a hero. This chapter is a little short, so it shouldn't take too long to make it to the end.



ANTS IN THE MINE

At the start of this area you will be able to get a **free Minku if you go left**. Then when you into the passageway to the right you can **get a free Bincho Field if you take the wooden path to the left**. This area as a whole is not that long, but it is filled with very difficult jumps. Whenever you come to a dead end chances are you will need to **jump toward the camera and to the left**. You will need careful timing with your Double Jump, but it is possible. When you reach the area with the steep hills, to get past the second hill you will need to hit the flower with Fusion and then **cross the gap and complete the assimilation**. That is probably the hardest thing to do in the level. The mine-cart ride can be difficult but should not take you too long to get past. **The only very difficult area is the last tunnel of obstacles.** In this tunnel you will have to learn the boundaries of the cart. Most of the time you will be able to go through the barriers just by staying completely straight. Don't worry if you die because you will be started off in the last tunnel that you were in.



CHAPTER 6 - The Sword of Luminescence



You have surpassed everyone's expectations! You are approaching the end of your quest now. The last scroll remains to be found, but I sense it is in an area we have seen. Also be sure to talk to everyone you have saved and double-check all the areas around the kingdom. Stock your inventory with heals as well.

MOMMA MINKU

Before you head to the final area you should make sure you have all the Minkus. **Once you do talk to the shepherd and then head to the Meandering Forest for a surprise.**



FLOATING TOWER

To get to the last area in the game you will have to go into Steamwood Forest. The **third grey pipe on the north side** will take you to an Earth Crest and then to a Wind Crest. To activate this crest you need to wait until morning on Skyday. On the floating tower you will need to jump onto the earth marks and slam them. Be sure to always **jump to the right—that way you will be going with the wind.** Use the Water Bubble to get to the second level.



SODA FOUNTAIN

You will need to have a trial by fire with the Sky Scroll to get through this last part. One thing to remember when you are hovering through the tunnels is that you can make 90-degree turns if you stop floating—that is, let go of the button, then quickly press it again and go in the other direction. The first Boss you will face here will be Ben. This guy is pretty easy. **Let him drop all the bombs while you hide in the southern part of the room.** The corner bombs will blow up first; when they do, run over to the corner and wait for the rest to explode. **After the bombs explode Ben will land and throw a couple shots at you.** If you rush him and just do a whole series of quick slashes you should be able to take him out in two waves.



CALENDAR PUZZLE

The hallway after Ben can be confusing. What you have to do is run into the doors in the order that they are shown on the calendar. The hardest part is the last one. Here you must go down and to the right. After you finish here you will need to face Ed. This Boss is very easy. **To dodge his large beam just Double Jump over it.** Stay to the bottom and in the middle to avoid his bouncing fireballs. After he does his beam he can be attacked. You should be able to kill him on the first try.



TOPO

To beat Topo you need to press: □△○○, □△○○, □△○○, □△○○: then, ×○△□, ×○△□, ×○△□, ×○△□: and finally, △×○□, △×○□, △×○□, △×○□



TOWER OF DEATH

To beat this Boss you will need to get used to the control of constantly flying. What you are looking for is the green eye randomly circling around the tower. **Try to stay stationary and close to the middle to see all the eyes as they spin around.** The tower only has a couple of attacks. To dodge the electric beams just lower to a different level. When the eyes come out look for the closed one, and drop down to avoid the white laser beams.

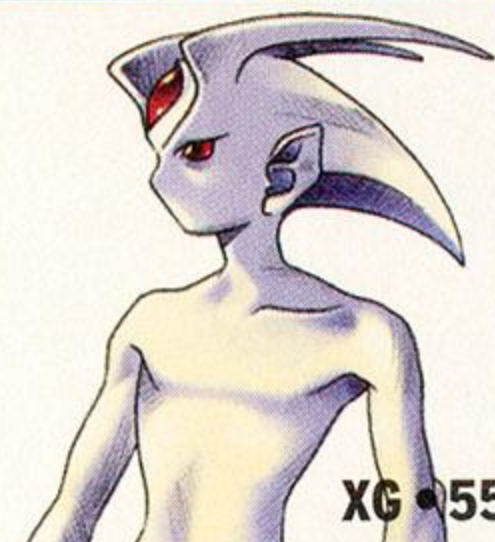


DARK LUMINA

To beat the first form you need to keep to the right side of him so you can avoid his right arm. **Once he lunges wait a second then jump in and hit his crystal.** You can Double Jump back in and hit him again and again if you are quick. For his final



form you will need to be a lot faster. To be able to do damage to him at all you will have to **catch him with Fusion and then drain his power.** Once he becomes an orb, hit him with Lumina. Keep your Wind Scroll equipped, because when he turns green, you will need to do your powered-up **Cyclone Spin to stay on the platform with him.** The rest of his attacks just require some quick dodging. Be ready with an EX-Drink if necessary, but it is possible to beat him without going all the way through a full life bar. **It only takes about five hits to kill him.**



A GENERAL ROUNDUP

The game itself is not that difficult. The only major challenges are a couple of the puzzles scattered throughout. Here's a few things to remember as you go through the game.

IF IT'S NOT TIMED, THAN TAKE YOUR TIME

A couple of the missions in the game have a clock. The rest of them don't, and you should take the extra time to wander around and power your character up. After each chapter the first thing you should do is explore, as new areas may be opened up.

LOST OR CONFUSED?


Some of the puzzles in the game can be a little vague on what to do next. Whenever you get stuck, try checking what Musashi has to say in the Inventory Screen, or if that fails, talk to the villagers. They can usually give some direction or maybe clue you in to other valuable information.

LEARN AND USE YOUR NEW TECHNIQUES

The new attacks that you can learn from the people you rescue can be extremely powerful tools throughout the game. If you forgot how to do these, here is the breakdown:
Dashing Pierce: Press the Square button when you see dust coming off Musashi's shoes.
Shish Kabob: Lift the enemy up and press Triangle twice.
Crosswise Cut: Press Square then Triangle.
Tenderize: Press Square, Square, then Triangle.
Desparado Attack: Press Square, Triangle, Square, then Triangle.
Rumparoni-SP: Press the Triangle button at the height of a Double Jump.

NOTE: Smashing the Triangle and Square buttons together can sometimes produce powerful combos.





By
not
taking
from others,
you are
accepting
your
own
limitations.

By
not
giving
to others,
you
shall be
lonely
at the
top.

By
creating
new places
to roam,
and
sharing them
with those
near and far,
you
promote
appreciation
for a higher
level.



if you
choose
not to give
to your
friends,
you may
have to
give up your
friends.



if you
choose not to
give to your
friends,
you will
remain the
amateur little
novice
your friends
always said
you were.



if you
choose
not to accept
the characters
that others have
created,
you will learn
nothing,
remain stagnant,
and die
an early,
painful
death.

in the realm of gaming,

it is believed that

how you play now,

will affect your gaming later.

it is now possible to achieve
divine video game status,
and be worshiped as a deity
among players everywhere,
with the DexDrive.

The ultimate memory card,
going beyond mere game saves.
it allows you to upload saves
to your pc so others can download
and begin where you left off.

and they can reciprocate.

take levels, characters, or team rosters
off the web and take your gaming
even higher.

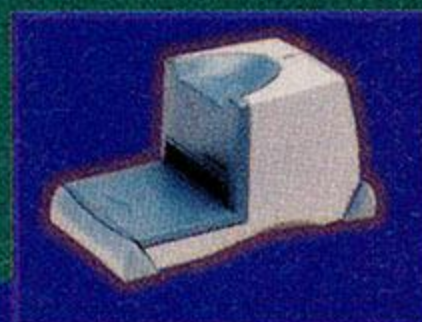
play. save. trade.

greed is good. but so is generosity.

because in this life, and the next,
what goes around,
comes around.



good karma



PlayStation®



DexPlorer™



Nintendo® 64

All the Bosses, All the Gems



XG Strategy
by Scott Augustyn

Any fan of the Crash Bandicoot series will not be disappointed with this latest addition. The main reason being that the game is not much different than the previous versions. I have to give Naughty Dog some credit, though, because the new environments—such as the driving, flying and swimming levels—are pretty cool. The company does move away from the standard side-scrolling action that started the trend, but Naughty Dog has moved in a positive direction.

The game itself is not too difficult, but with the various relics to locate and two different endings, Crash Bandicoot: WARPED does have some replay value. The controls are easy to pick up and simple to learn, but tough enough that only the hardcore will totally master them. The game does fall a little short with the Bosses, since they are easily patterned and not that difficult.

All in all, Crash 3 is a good game and is definitely worth trying out.

Database

time to complete 15-20 hours
challenge easy/moderate
best technique Super Run
funniest
technique Super Belly Flop
system PlayStation
publisher Sony
developer Naughty Dog



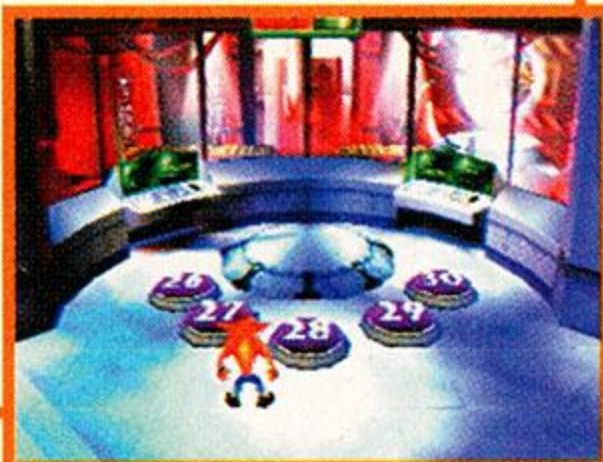
QUICK LEVEL CHART

Level # & Name	# of gems	Need a gem?	Find a gem?	Sapphire	Gold	Platinum
1 - Toad Village	1	No	No	1:03:00	0:57:53	0:44:06
2 - Under Pressure	1	No	No	1:46:00	1:17:93	1:10:50
3 - Orient Express	1	No	No	0:41:00	0:27:80	0:18:10
4 - Bone Yard	2	Yes	No	1:45:00	1:40:21	1:21:00
5 - Makin' Waves	1	No	No	1:08:00	0:58:23	0:53:26
6 - Gee Wiz	1	No	No	1:35:00	1:22:73	1:05:93
7 - Hang 'em High	2	No	Yes	1:24:00	0:52:66	0:43:80
8 - Hog Ride	1	No	No	0:45:00	0:41:46	0:35:06
9 - Tomb Time	2	Yes	No	1:42:00	1:10:00	0:53:93
10 - Midnight Run	1	No	No	0:53:00	0:38:23	0:18:20
11 - Dino Might	2	Yes	No	1:34:00	1:25:76	1:03:00
12 - Deep Trouble	2	No	Yes	1:47:00	1:25:16	1:18:36
13 - High Time	2	No	Yes	2:12:00	1:04:12	0:56:96
14 - Road Crash	1	No	No	1:25:00	1:20:73	1:17:10
15 - Double Header	1	No	No	1:27:00	1:21:16	0:59:43
16 - Sphynxinator	2	Yes	No	1:42:00	1:22:66	0:56:70
17 - Bye Bye Blimps	1	No	No	1:09:00	0:58:43	0:51:50
18 - Tell No Tales	1	No	No	1:42:00	1:25:66	1:05:26
19 - Future Frenzy	2	No	No	2:01:00	1:34:00	1:19:66
20 - Tomb Wader	2	Yes	Yes	2:44:00	1:45:06	1:24:00
21 - Gone Tomorrow	2	Yes	No	2:05:00	1:25:60	1:02:13
22 - Orange Asphalt	1	No	No	1:36:00	1:31:30	1:21:80
23 - Flaming Passion	2	Yes	Yes	1:43:00	1:13:10	0:59:40
24 - Mad Bombers	1	No	No	2:08:00	1:55:23	1:38:16
25 - Bug Lite	2	Yes, all of them	No	1:49:00	1:34:86	1:14:93
26 - Ski Crazy	1	No	No	1:16:00	0:50:50	0:33:33
27 - Hang 'em High	1	No	Yes	-----	-----	-----
28 - Area 51?	2	No	No	1:53:00	1:49:83	1:44:50
29 - Future Frenzy	2	No	No	-----	-----	-----
30 - Rings of Power	2	No	No	1:20:00	1:01:46	0:51:76

The Secret Neodyne Room

There are five more warp worlds available once you have enough relics. These worlds will have some of the missing gems and relics—one will even have a colored gem. You cannot get into the secret room until you have at least five relics. To get into these worlds, though, you will need to have a certain number of relics from the other levels. Here is how many you will need for each.

Ski Crazy 5
Hang 'em High 10
Area 51? 15
Future Frenzy 20
Rings of Power 25



100% Isn't Everything

Even though you may have 100 percent that doesn't necessarily mean you're finished. With the specials and secrets in the game it is possible to get a total of 105 percent. Here is the breakdown on what you should have to get 105 percent: You need 44 Gems—this can

be done by entering and finishing the two secret levels mentioned later in the guide. You need 30 relics—this is done the same way as the the gems. And lastly, if you get all of your relics to gold level or higher, you will get the remaining percentage.

General Tips & Techniques

Use the Double Jump to make long-distance jumps

This is especially useful when you are running through a time trial. In most of the sections in a level just do a Double Jump or Double Jump and spin to cross a gap you would normally have to use a carpet to get across. If you use this method, you can usually get across the chasm without breaking any of your running momentum.

Don't shoot the clock until the last possible second

By waiting on shooting the clock, either by getting as far away from it as possible and using the bazooka or by waiting until you are almost on top of it to hit it, you can save a couple of seconds on your time. Every bit helps to make those platinum.

Cut corners whenever possible

You can usually cut a corner or two by doing the Double Jump over it. This may seem a little dangerous but it should save you at least one second

or a halfsecond on your time. Any way to cut time helps.

Get those masks!

When running through a level be sure to collect as many of those masks as possible. Get three and you will be invincible for a short time.



WARP ROOM 1: MEDIEVAL TIMES

LEVEL 1: Toad Village

of Boxes in Level: 42

This first level is a cakewalk. The only real danger are the frogs that can jump at you very quickly. Another thing to watch for are the random boxes. These boxes must be broken lickety-split in order to collect them and to receive the gem at the end of the level. If you are too slow, the boxes will explode and you will be unable to get the gem.



LEVEL 3: Orient Express

of Boxes in Level: 51

This is another not-too-hard level, like all the first few. The hardest part to this level is collecting all the boxes. One thing that may not be obvious at the start is the fact that you can jump on the guys holding up shields and be rocketed to a higher level. Up there is usually where boxes are hidden, except for the last one. In order to get all the boxes you will need to jump over or around the last shield guy. This guy can be identified by the area he is in; this area is right after a jump and the only apparent landing spot is where he is at.



1-Up Opportunity!

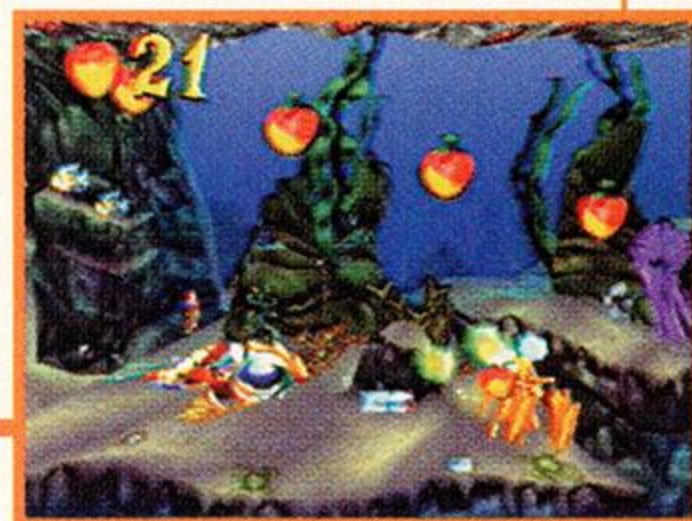
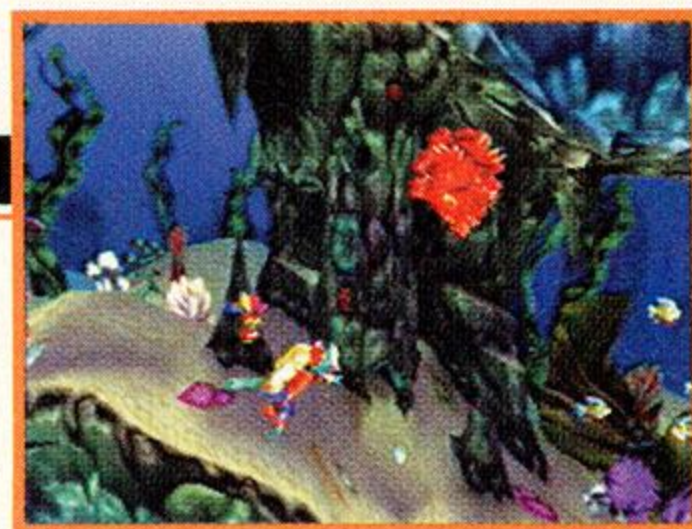
This level, because of the many boxes and apples lying around, is a great opportunity to receive a ton of extra guys. Even if you finish it you should go back and replay it as many times as you like. Just be sure not to start the time trial or all the apples and boxes containing apples will disappear.



LEVEL 2: Under Pressure

of Boxes in Level: 92

This is your first scuba level. Take your time getting use to the slow turn rate and moving rate of Crash under water first. You can get a small speed boost if you do a spin. You will need to avoid the prickly fish when they're inflated, but you can destroy them with a spin when they are small. You will also gain control of the scuba sled—you will need this in order to get all the boxes in this level. The extra boxes are hidden underneath the red coral that is scattered around the level.



LEVEL 4: Bone Yard

of Boxes in Level: 66

This level will be challenging. Be quick, run into the camera and catch those boxes as soon as you see them. The key thing to watch for is when you drop down a level. Once you do this, stop and take a break for a little while.

Usually there will be a checkpoint for you to hit, and the dino will not continue the chase until after you pass that point. **Another important thing to know is that you will need the red gem in order to complete this level. The red gem can be found later in Level 12.**



LEVEL 5: Makin' Waves

of Boxes in Level: 37

Learn the controls of the JetSki before rushing into this level. You can collect all the boxes the first time through, but you will have to make some good jumps. Keep in mind that with the JetSki you can practically stop and turn on a dime, if you leave off the gas and turn a little then gun it. This will shoot you to whatever side you turned to. It's very useful for avoiding the floating bombs.



MeDieVaL TimeS BOSS: TiNy TigEr

Avoid him when he jumps at you. Use the slide to quickly get out of the way when he tries to jump on top of your head. Eventually he will stop and try to stab you with his trident. When he does this you can either spin or use the slide to hit him in his back.



After a successful hit the lions will come out. To avoid the lions you can either jump constantly from one side of the arena to the other or you can try to stay somewhat immobile and use the spin to knock them off their course.



Super Belly Flop

Once you beat Tiny you'll receive the Super Belly Flop. It can be used to break the reinforced boxes, plus it can be used to destroy boxes from a distance.

Use this advantage to blow up boxes from a safe distance or before a gap.



WARP ROOM 2: TAJ MA HALL

LEVEL 6: Gee Wiz

of Boxes in Level: 100

This level is very similar to the first level of the game, the only difference being the new wizard enemies you face. To beat the wizards you will need to jump over the balls of energy they will shoot on the floor. You will probably need to jump two of these to reach the wizard and then you can spin him away.



LEVEL 7: Hang 'em High

of Boxes in Level: 81

The two major dangers in this level are the grates and the sword carriers. The sword carriers are easier to defeat: You need to wait until they are not facing you, then spin them. They are invincible when they are slashing toward you, though. As for the grates, the most important thing to remember is that when you jump up you will automatically grab on and hang. Don't hit the Jump button unless you want to drop down. You can spin enemies while hanging though.

You will acquire the yellow gem here, but you will need to get it by going through Level 27 in the neodyne secret room.



LEVEL 8: Hog Ride

of Boxes in Level: 13

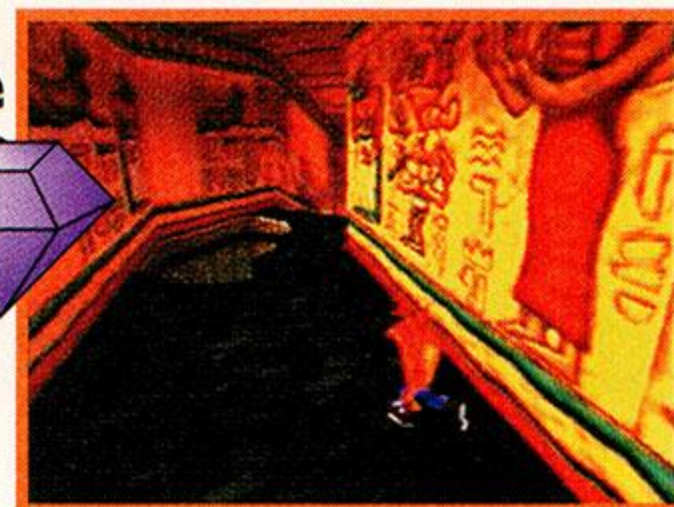
This level is very short and easy. You will need to place first in order to acquire the crystal. Obtaining all the boxes, though, is pretty easy. Try to tail one of the opponents as long as possible before you attempt to go around it. It will tend to get in the way at the most awkward time, and if you hit it a lot, you will have a tough time getting first place. Use the green acceleration strips as much as possible. Your control becomes severely weakened, but you will have a massive speed boost. You will keep this boost until you run into something or if you hit the breaks. If you learn to hold the wheelie for a long time, you can easily win the gold for this level.



LEVEL 9: Tomb Time

of Boxes in Level: 95

This is the first level you won't be able to get the white gem right away. You will need to come back with the purple gem from Level 13 to get all the boxes and both of the gems. The major pitfall here is the oil slicks; these impair movement and make you slide in the direction you built up momentum for. Take it nice and easy to get through. The monkeys in the jars are also something to note. They are a little bit of a bonus and a little bit of a nuisance. The jars are all pretty close together so you will be able to take out multiple jars per spin. Once you destroy their jars, jump on their heads to collect some apples.



LEVEL 10: Midnight Run

of Boxes in Level: 35

This level is considerably longer than the previous Oriental Wall level, but it also has a lot more checkpoints than the first. There is an enormous amount of holes and obstacles as well, so be ready for some quick jumping and dodging. Also remember that Coco can dash through falling barrels and can even make the gap of smaller holes if she is running. Don't rely on this, because it is a fine line as to what she can cross and what she can't. Another thing to watch for are the boxes on the flying flags. They are hard to get unless you attempt it with a rushing jump.



Taj Ma Hall Boss: Dingodile

You cannot break through his crystal barrier. You will need to stand still and bait him so that he fires off his flamethrower at you. When he does this he will break down his crystal shield and create an opening for you to jump into. Once inside spin him to knock him over.



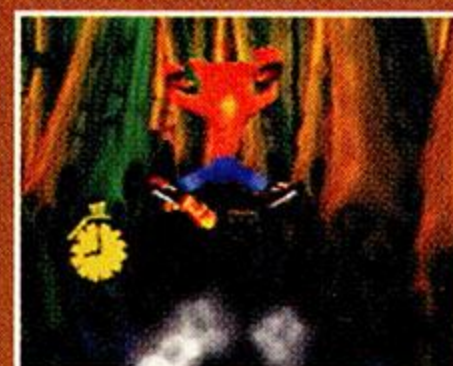
Watch the floor for shadows. When you see these shadows you will want to move quickly. Dingodile will fire a few fireballs into the air and where these shadows appear is where they will land.



Double Jump

The Double Jump is one of the best new techniques you will get. Take some time to become used to the timing of it because you will need to use it a lot

to get through the later levels and to get all the boxes.



WARP ROOM 3: THE ORIENT

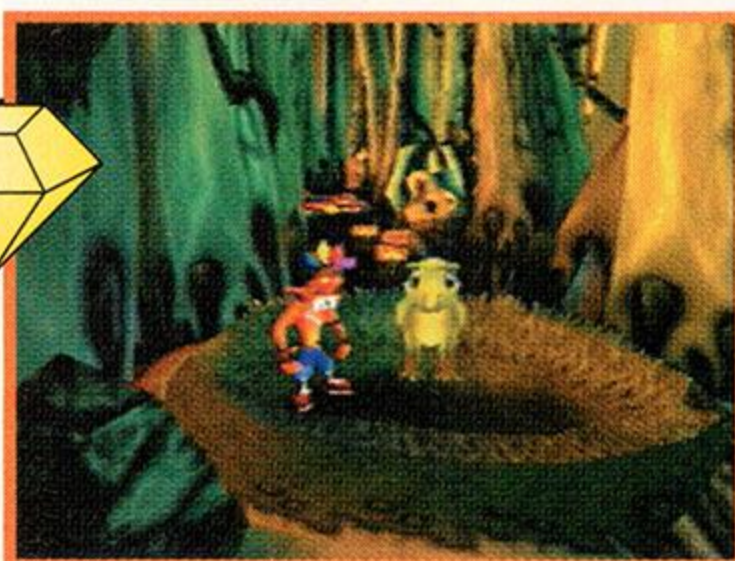
LEVEL 11: Dino Might!

of Boxes in Level: 112

This level is pretty much the same as the Bone Yard, but with a few new additions, like the spinning fish and the dino buddy. The dino buddy is ridden and can run through boxes and grass without a problem. Unfortunately, he can't attack and can only absorb one hit. **You can't obtain the gems for this level until you return from Level 27 with the yellow gem.**

SUPER SECRET

Once you have the yellow gem you can access this super secret level. When running through the extra yellow path, let yourself be grabbed by the second pterodactyl and you will get swooped to a secret level.



LEVEL 12: Deep Trouble

of Boxes in Level: 88

Here are a couple things to remember when going through this level. Your spin can be used to change direction pretty fast, which is a great help if you are heading toward a bad whirlpool. You can swim through the chains of the mines.



In order to acquire all the boxes, you will need to go all the way to the end of the level and hit the exclamation mark box then backtrack. To set off the TNT box, get near it and the countdown will begin.

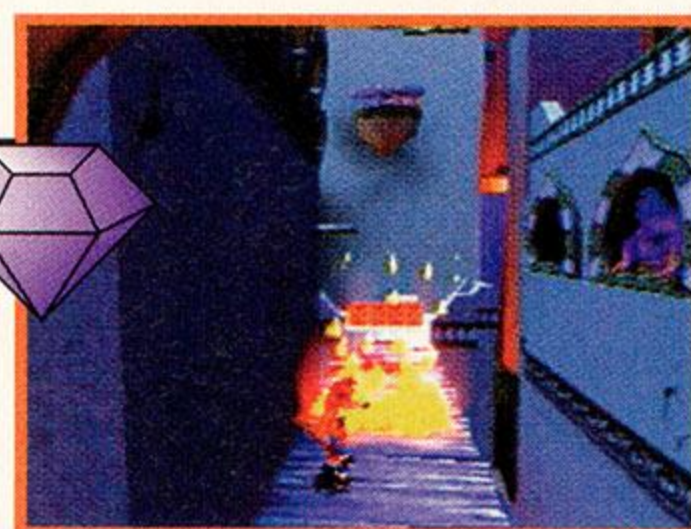
There is a checkpoint box right after that, so you can save your hard work. Watch out for those whirlpools. **This path will lead to the red gem.**



LEVEL 13: High Time

of Boxes in Level: 89

This level gives you the new challenge of dodging fire bomb-throwing baddies. The good news is that they are very patterned and dodged pretty easily. **The purple gem is located in this level. To get to the transporting platform you'll need to make it there without dying.** This task is not difficult and just requires patience. At the spinning carpet, you can cut your time down for the time trials. Instead of waiting for one to come around, it is possible to jump on to one then jump on to the next and finally hop on to the platform—this technique can save you several seconds.



LEVEL 14: Road Crash

of Boxes in Level: 29

This level is almost the same as the previous racing levels, the only additions being more opponents and barricades. Use the starting boost to quickly jump up a couple of places in the race.



SUPER SECRET

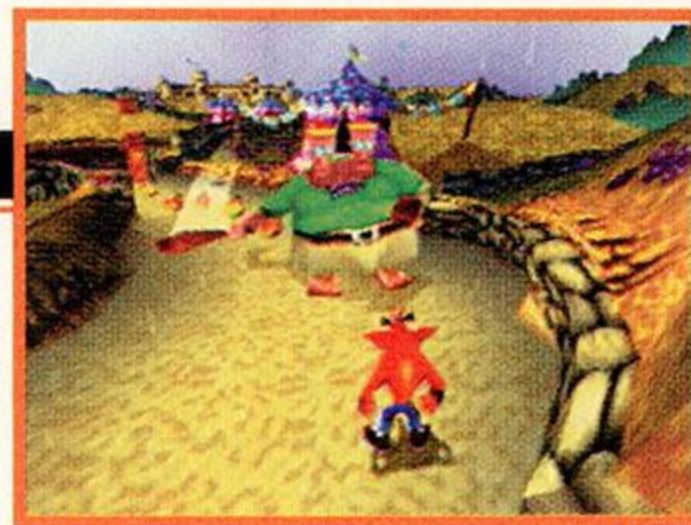
To get to this super secret level you will need to run into a strange-looking street sign. This sign has the face of an alien on it and is located right after the gas station, which is after the first set of barricades.



LEVEL 15: Double Header

of Boxes in Level: 91

The giant club-wielding ogres are the only problem in this level. They can easily be knocked over if you hit them from the front on top of the head. Use a Double Jump to help you do it.



THE ORIENT times Boss: N. Tropy

Watch out for those fireballs!

The fireballs are the most dangerous part of this Boss. However they come in only two varieties: high or low. He will always fire a low one first, then a high one will usually come second. You can jump over the low ones and duck under the high ones.



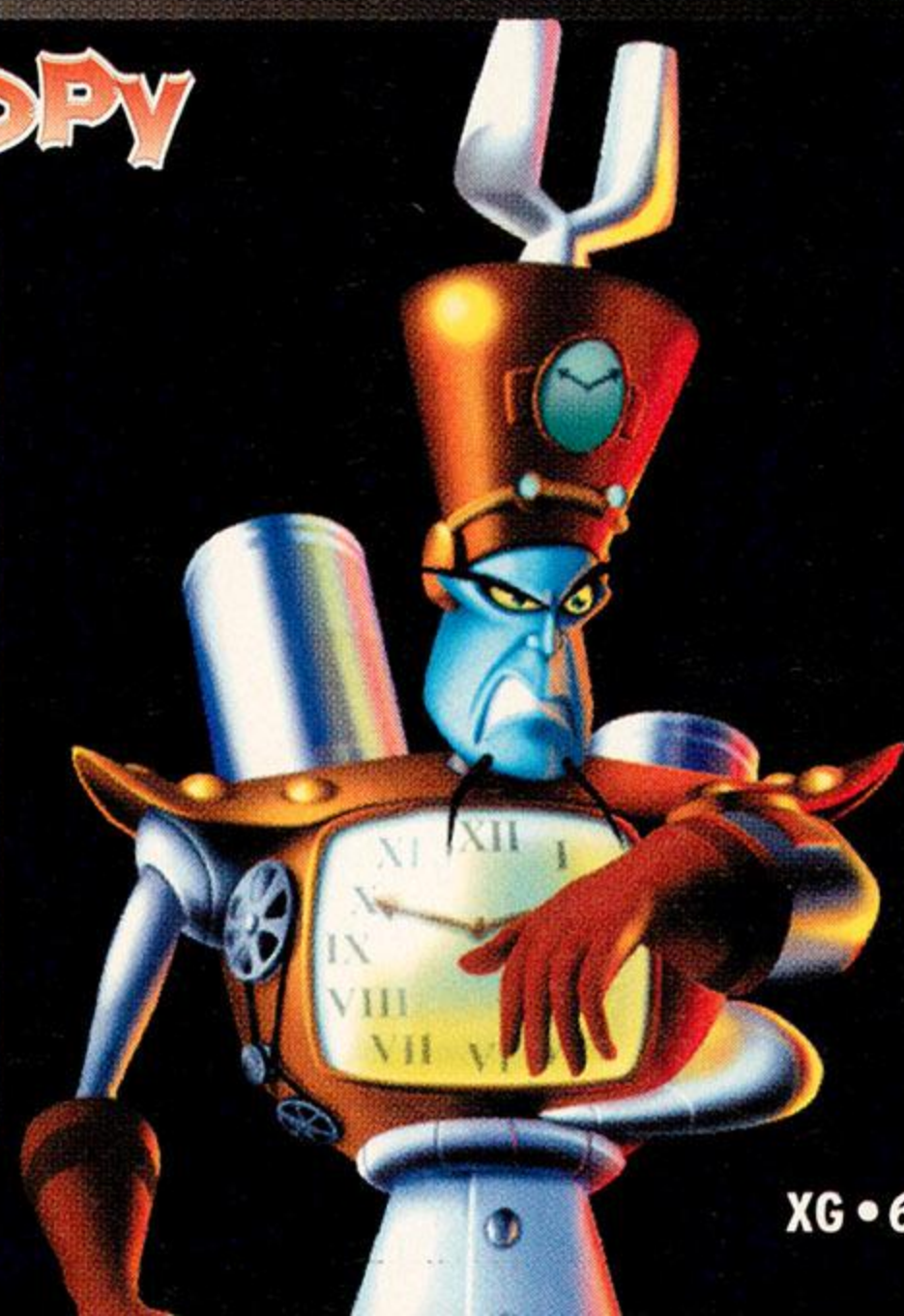
Stay in the center to avoid the bars.

Yup, all you need to do to dodge the Super Mega Death Beams of disintegration is stay in the center and do a simple Double Jump over them when they come close.



Death Tornado Spin

This spin can be very useful. In addition to it being a long-lasting spin attack, it can be used to glide through the air for a short time. Be careful when using this around boxes or you might lose some apples.



WARP ROOM 4: ANCIENT EGYPT

LEVEL 16: Sphynxinator

of Boxes in Level: 104

Right at the start be sure to run toward the camera to collect the four boxes and the free guy. At the fork you can only go to the left side if you slide, jump, Double Jump then spin to the ledge. Once there you will find a couple of extra boxes and an easier path. Also at the end of that path you will find a collection of four free guys. **You will need to have the blue gem in order to receive the second crystal in this level. The blue gem is found in Level 20.**



LEVEL 17: Bye Bye Blimps

of Boxes in Level: 11

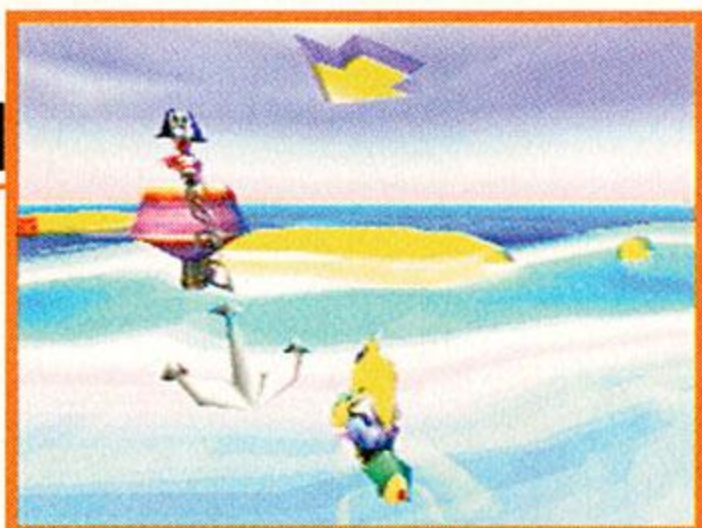
This level is very easy. To obtain all the boxes you need to shoot 'em down, including the health ones. To easily shake off the enemy fighters, all you need to do is turn enough so that you aren't facing them. This will usually cause them to fly right past you.



LEVEL 18: Tell No Tales

of Boxes in Level: 61

This is another JetSki level, but the additions come in the form of some pirates in boats, a couple pirates sitting in towers swinging around an anchor and a few sharks. The pirates in the boats are more dangerous as they will be moving, usually toward you when you see them. The pirates in the towers can be easily dodged; sticking to the sides usually will let you scoot past the range of the anchor. The sharks are painfully easy to get past, either a quick move to the left or the right and you will lose them. Remember to use the let-off and cut to make the quick turns you'll need in this level.



LEVEL 19: Future Frenzy

of Boxes in Level: 134

This level will be what to expect in some of the upcoming levels. Get used to the range and pattern of the enemies here. The most difficult part of this level will be getting used to the spike enemies. These can only be attacked when they are fully enclosed in their shell. If you attack any other time, you will be damaged or killed. Don't worry about getting all the boxes the first time through—you will need to come back again when you have enough relics in order to get into this level in the secret neodyne room.



LEVEL 20: Tomb Wader

of Boxes in Level: 88

This is probably one of the hardest levels in the game. It is very frustrating to get used to the water rising and falling. Be patient and take it slow. **The blue gem can be acquired here but you will need to not lose a life in order for the platform to be there.** You will see the platform at the second checkpoint. This side path is incredibly hard, so take your time. Getting a very good rating in the time trial for this level is extremely tough—just remember to hit every Time box you can to make up for the time you will need to wait for the correct water level.



Ancient Egypt TIMES Boss: N. GIN

This Boss is extremely easy. You need to first hold down the Circle button to push out a rapid fire. To beat his first form take out his missile packs and arms. You can only shoot the missile packs when they're open. Duck low when he fires his left arm, jump high for the right.



His second form is beat the same way. Be sure to target and destroy the yellow crystals and dodge the purple shots.



Fruit Bazooka

It's definitely the most valuable technique in the game. With this gun flipped out you can destroy almost any enemy. The only exception is when you are in a driving, flying or swimming stage. One hit and one kill with this.



WARP ROOM 5: FAR FUTURE

LEVEL 21: Gone Tomorrow

of Boxes in Level: 88

This level is similar to the last future one, but with the addition of huge rocket-firing mechs. Sounds imposing but they always fire right, left, right and then turn around. With your new fruit bazooka you need to shoot at their backside to destroy them. **In order to get the gems you will need to have the green gem from Level 23.** This will open up a new area and will warp you back almost to the start. There are a couple of important things to do before you get to the gem platform. First, you need to avoid hitting the exclamation boxes, except for the first couple. If you hit the wrong one it will be impossible to get all the boxes. You can hit it after you take out the four boxes underneath the bridges.



LEVEL 22: Orange Asphalt

of Boxes in Level: 20

It's the same as before but now there are moving police cars and you start way behind the other eight racers. Watch out for those barriers, but be sure to keep your eyes on what's behind them. Sometimes there will be a speed-up pad that can way offset the loss of speed from hitting the barrier in front of it.



LEVEL 23: Flaming Passion

of Boxes in Level: 76

This level can be extremely easy if you effectively use the bazooka to take out all the fire-bomb throwers and sword carriers. The only other difficult part are the jumps from carpet to carpet, but be patient and you won't have much of a problem. **To get the green gem for this level you need to make it to the platform without dying.** Good use of the bazooka will make it easy.



YOU'RE NOT DONE YET!!

There are two different endings in the game. The deciding factor is whether you have all of the gems or not. If you don't, which is very likely the first time through, you will get the not-so-good ending and will be bounced back into the game to get the rest of the gems. If you do have all the gems, though, you will get the true ending and will be finished with the game. Now can you get 105 percent? See the intro page on how to do this.



LEVEL 24: Mad Bombers

of Boxes in Level: 11

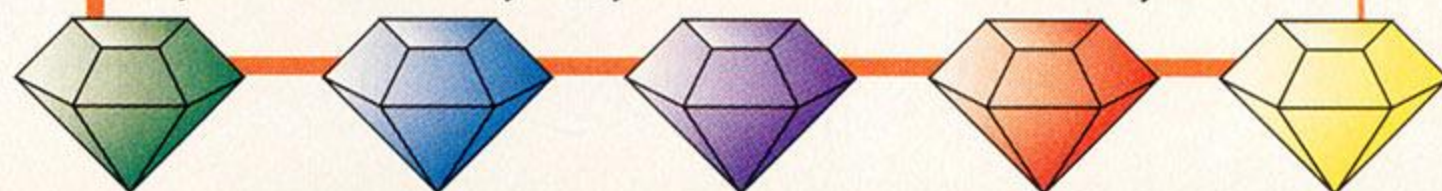
This level is the same as the other flying level except for the targets, which are planes themselves. To destroy the planes you have to shoot out the two engines. The same strategy of dodging the enemy fighter planes from the previous levels still applies.



LEVEL 25: Bug Lite

of Boxes in Level: 120

This is where speed will come to play an immense part in completing the level. The gimmick to this level is that you will get a firefly that will follow you for a short time. This firefly will be your only source of light. If it runs out then you run blind for a while. This is especially true for the bonus area. When you first get there, avoid getting the firefly and move ahead a bit. Clear out all the boxes you can find, then return and grab your firefly. You can obtain all the boxes and one gem without having any of the crystals, **but in order to acquire the second crystal, you need to have ALL of the crystals.**



THE FAR FUTURE BOSS: N. CoRtex

Constantly move to avoid his laser gun blasts. He will fire three laser blast shots at you then start to throw mines. When he starts throwing mines stay on one side and dodge that mine. Once you dodge that mine, try to get close to Cortex, because once he finishes with the mines, his shield will drop.



Look out for those dueling masks! The masks can be more trouble at times than Cortex. To dodge the first duel just jump over the bar they are creating. For the second you will need to stick to one of the sides. Third, stand still and let them charge, then hightail it out of the way.



Super Run

This new technique will help you cut those time trial times down easily. It can also be pretty useful for making longer jumps. With these shoes in hand you should have no problem going



back and retrieving any missing relics and getting the true ending.



YOU can't run from

"Shadow Madness' story is easily comparable, if not superior, to the top titles of the genre..." — *GameFan Online*



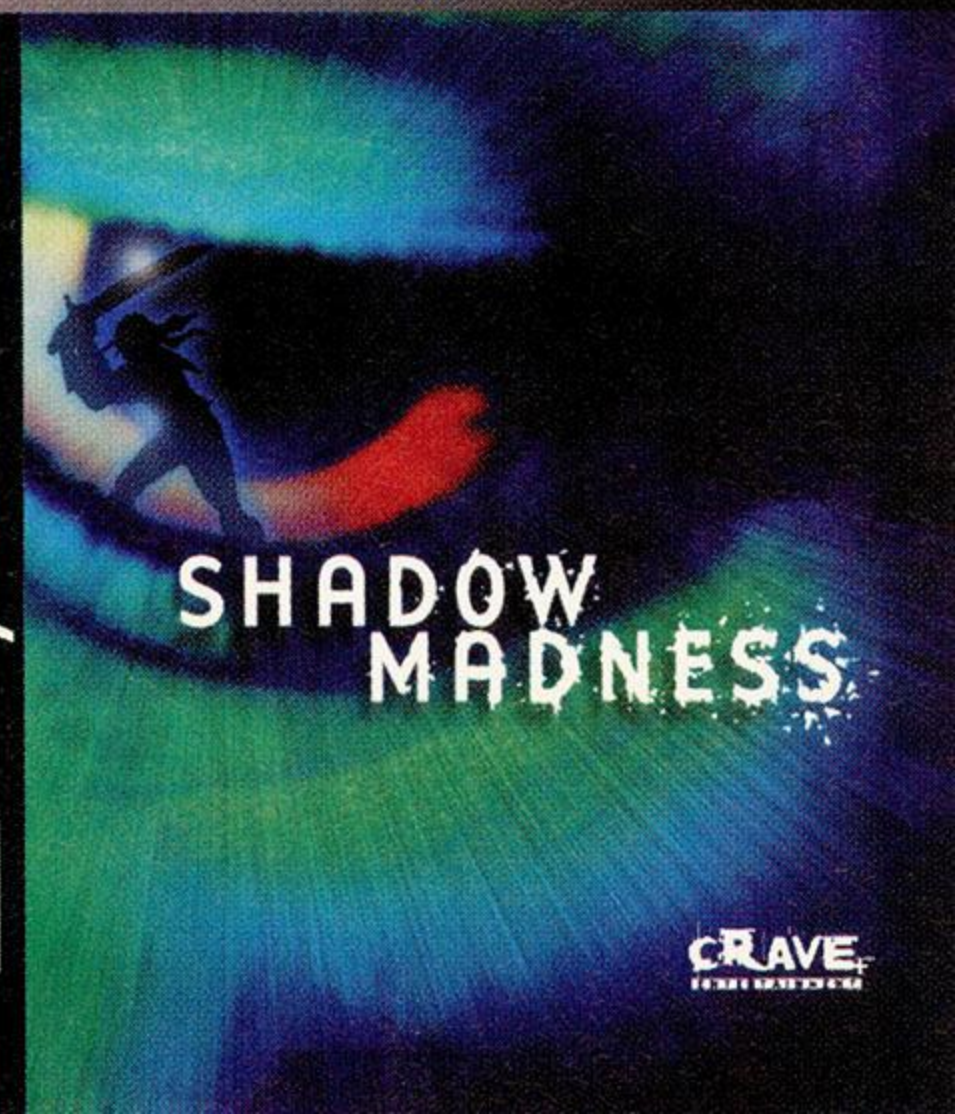
CRAVE
ENTERTAINMENT



your own shadow,
but now you damn well better try.

[www.shadowmadness.com]

On Arkose, things aren't as they seem. A bizarre plague has swept the land, bringing vile creatures out of the shadows, and leaving piles of dust where your friends and relatives once stood. And you've got to put a stop to it before it puts a stop to you. It's an epic RPG with complex battle scenarios. Customizable weaponry. And three styles of magic. Because you're gonna need all the help you can get. Shadow Madness strikes in February 1999.



Complete Guide



XG Strategy
by Andrew Baran

Studio 989 has taken on the incredible challenge to match the mania of SingleTrac's previous Twisted Metal machinations. There are a lot of differences TM2 fans will notice upon picking up the controller.

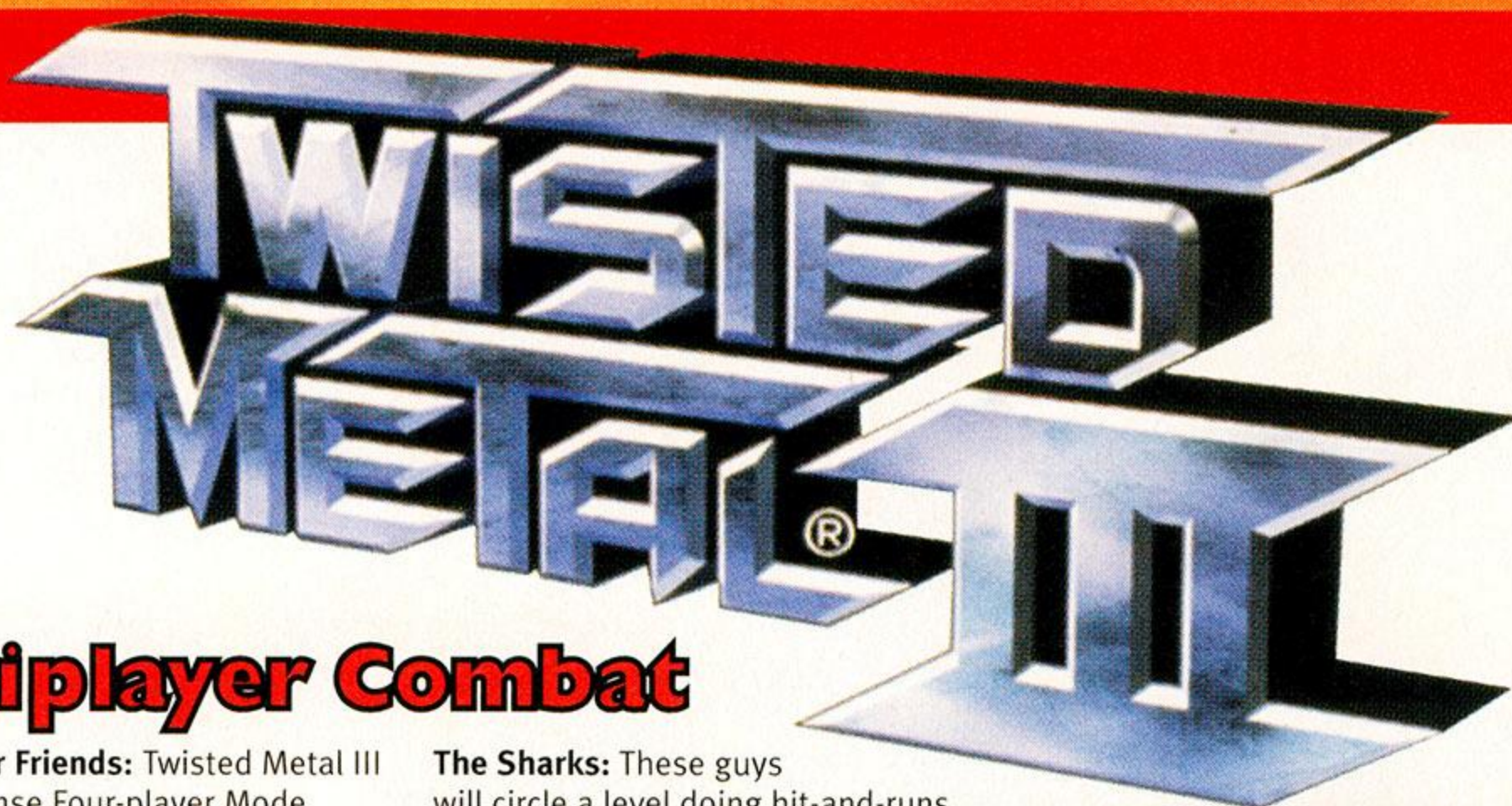
First, the physics of Twisted Metal III are a lot more realistic compared to the earlier games. When you hit a ramp, all of your tires should hit, or you have a good chance at flipping over. If you try to land after jumping, you stand a good chance at flipping over if only your front wheels touch the ground. You'll have to watch your speed when doing daredevil turns and leaps.

Another new feature is the destructible switches that open up the level even more. These range from red sensors to obelisks. The areas revealed often make for excellent ambush zones. These also add a lot, making the levels seem unique.

There are two hidden cars and two secret levels. Twisted Metal III has more than 30 codes hidden inside of it! These will help liven things up quite a bit. We're not allowed to print them yet, but look for secrets in a future issue of *Expert Gamer*.

Database

time to complete 4-5 hours
challenge moderate
best weapon Homing
best car Minion
best advice watch your back!
system PlayStation
publisher Sony
developer 989



Multiplayer Combat

Surviving Your Friends: Twisted Metal III sports an intense Four-player Mode. There are several techniques you can use on each of the levels to beat your friends with the least amount of resistance (just don't let 'em see this guide!).

The Lurker: This is the type of player who sits back in a nitch and waits for the other cars to come to him. A Lurker is difficult to remove from his hole, as it's likely he'll try a Freeze as soon as you go near him. The best way to stop one of these guys is to either collect a Lightning (these often are found where most Lurkers like to hide). You can also try to psyche out your opponent into wasting his Freezes. With them out of the way, you can come in and freeze him!

Game Tactics

The Basics: Using the Freeze: The ultimate weapon you have at your disposal is the Freeze. When your Special meter is fully charged, you have the capacity to do three of these handy moves. With an opponent frozen, you can do all sorts of nastiness to him.

Ramming: When an opponent's side is facing you, hit your turbos to ram him. This will knock his car over on its back (most of the time). Use this as an opportunity to get in a few cheap shots. When the other car disappears to correct itself, you can still hit him.

Teleport Switch-Around: If you're being followed and you go through a teleporter, there's a way to get the jump on your opponent. As soon as you warp, drive backward behind where you re-entered. Your opponent will then teleport in front of you with his back

The Sharks: These guys will circle a level doing hit-and-runs the whole time. They often get lucky by finding someone who's close to death. The best way to deal with these guys is to corner them and face them in a confrontation. If they're doing these tactics, the odds are they've got a weaker car.

Roving Death: These are the guys you have to watch out for. Usually using Minion, these guys will hunt down the other cars and keep on one until it is dead before moving on. To deal with the Rovers, you'll have to sneak up on them and unload everything you have at them. They'll lose their urge to kill if you remove a large chunk of life.

exposed. Combo this with a Freeze.

Evasion 101: To evade the homing weapons, simply make a sharp turn. If you turn hard enough, the missile will lose the lock, or will be unable to correct its trajectory in time. This is much easier when you are heading toward the shooter than away from.

Fun with Fire: Don't knock the capacity for damage that fire has. You can really soften opponents up by making them drive through fire. The only way to put out flames is to hit Turbo. In a multiplayer game, fire is an excellent way to make an opponent use up his turbo.

Fighting on Your Back: When you've been knocked upside down, you can still attack. Some weapons are better than others. Napalm, for example, will burn you. Learn what works best for you.



You know your friends better than we do. If you know how your opponent's going to play, you can counter it with ease.



Special Moves

Jump: Tosses your car up. ▲▲▲

Freeze: Stuns a given enemy. ◆◆◆

Rear Weapon: Backward attack ◆◆◆

Using the Advanced Moves: These moves will deplete some of your special bar. The bar takes time to refill. Some attacks take more power.



Explosive

Damage: 5 Lock-on: No

Explosives can be triggered remotely or used as mines. Very damaging. Use in well-trafficked areas.



Homing Missile

Damage: 3 Lock-on: Yes

Homing has the best overall tracking of any weapon. It'll lock onto cars easily, but tight turns can throw it off.



Power Missile

Damage: 5 Lock-on: No

A deadly missile but used after freezing one's opponent. Excellent for finishing off a weakened baddie.



Fire Missile

Damage: 4 Lock-on: Yes

Poor homing capability, but it makes up for it in hitting power. One of the better overall weapons.



Rain Missile

Damage: 2-5 Lock-on: No

Allows you to rain fire down on an opponent, but the timing required is really difficult. A direct hit hurts.



Speed Missile

Damage: 1 Lock-on: No

While you can fire these missiles off rapidly, they do a piddly amount of damage. Near useless.



Mortar

Damage: 3 Lock-on: Yes

This weapon lobbs shots in a poorly homed fashion. These are best used when fired off in enemy packs.



Ricochet

Damage: 2 Lock-on: No

This weapon will bounce around until it hits a car. Excellent for congesting a tight passageway.



Napalm

Damage: 2-4 Lock-on: Yes

This weapon slightly homes, but does a poor job. Ignites foes, but does more damage if hit head on.

Weaponry

The Edge: Each weapon has its own quirks and effects. Each one must be used effectively or you'll get mauled.

Misc...



Health:
This will restore some life. The red version fills all.



Turbo:
If you collect this, your turbo supply will max out.



Lightning:
A level-based trap. Hits all cars that are close.

Car Statistics

Choosing Your Car: When you first load up the game, you're probably milling over the car choices while pulling your hair. There are two ways to come to your

answer. You can either (A) choose who's the coolest-looking, or (B) pick the vehicle that matches your playing style. If you've played the previous Twisted

Metals, you'll find that the cars play differently. For example, Thumper no longer shoots flame, and Hammerhead gets a burst of speed when its Special is

used. You should play a few one-player games to get the feel of each of the cars. This way you can find the one that's best suited to you.

Auger

Armor: 4 **Special Str:** 4
Speed: 1 **Handling:** Sluggish

Special Weapon:
A massive drill that hurts a lot. You must use this up close.



Basic Strategy: Hang around the health items. Pick off the weakened enemies by freezing them, then attacking with your drill. If you're wounded you won't have far to run. Your speed rots.



Roadkill

Armor: 3 **Special Str:** 3
Speed: 3 **Handling:** Tight

Special Weapon: A molten slag of exploding metal will be tossed forward.



Basic Strategy: Using his special is difficult as it tends to arc over the other cars. Instead, hang back and lob it into groups of cars. With luck you'll hit one of them. Not a very effective weapon.



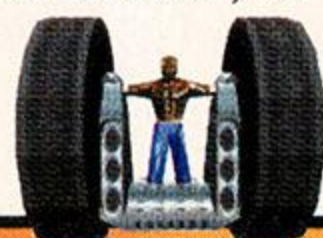
Axel

Armor: 3 **Special Str:** 3
Speed: 2 **Handling:** Sluggish

Special Weapon:
A wave of energy that blooms out from your position. Zap!!!



Basic Strategy: Use hit-and-run tactics to whittle down opponents. Drive into a group of enemies and let loose your special. While decent, try not to rely on your armor too much.



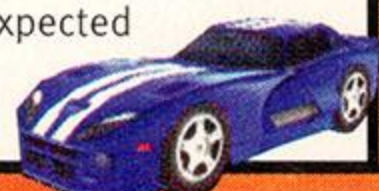
Spectre

Armor: 1 **Special Str:** 3
Speed: 5 **Handling:** Average

Special Weapon: Homing missiles that can go through buildings.



Basic Strategy: Spectre's armor really sucks. You'll want to play hide-and-seek with the other cars. If they get close, you might die. Use your missiles to hit from an unexpected position. Always keep away.



Club Kid

Armor: 2 **Special Str:** 3
Speed: 2 **Handling:** Tight

Special Weapon:
A swirling vacuum will suck opponents at it, then blow up!



Basic Strategy: Let the other cars chase you, then drop your special to catch them off guard. Another tactic is to special a foe, missile him/her, then freeze before he/she escapes.



Thumper

Armor: 3 **Special Str:** 3+
Speed: 3 **Handling:** Average

Special Weapon:
A massive spray of sound waves will blast a close enemy.



Basic Strategy: To get the most damage ability from your special, you'll have to freeze your opponents first. This weapon is highly damaging, but hard to hit with. Seek out enemies who are low on life.



FireStarter

Armor: 2 **Special Str:** 3
Speed: 4 **Handling:** Tight

Special Weapon:
A spray of fire. The longer it's on a foe, the more damage.



Basic Strategy: To get this weapon to do a lot of damage, freeze your foe first then cook him/her. Freeze your foe immediately after, and he/she won't be able to put out the flames!



Warthog

Armor: 4 **Special Str:** 3
Speed: 2 **Handling:** Sluggish

Special Weapon:
Three Homing rockets will target the closest enemy car.



Basic Strategy: Warthog is a good beginner car. When using your special, it is best to fire at cars who are about 20 feet away. This weapon isn't too damaging, so you have to use other weapons.



Flower Power

Armor: 2 **Special Str:** 3
Speed: 2 **Handling:** Tight

Special Weapon:
A single blast of flower power that does not do much.



Basic Strategy: This car is pretty pathetic. You'll be hard pressed to use this car. The weapon, although rated at 3, the damage seems to actually do more like 1. It does squat!



Sweet Tooth

Armor: 3 **Special Str:** 5
Speed: 2 **Handling:** Sluggish

Special Weapon:
Lobs exploding ice cream cones at your opponents.



Basic Strategy: Sweet Tooth isn't actually all that good of a car. Try to keep away from the other cars to fire your Special, or you'll get hurt by your own weapon. Use other weapons...



Mr. Grimm

Armor: 1 **Special Str:** 5
Speed: 4 **Handling:** Tight

Special Weapon:
A single powerful skull shoots forward. It doesn't home in.



Basic Strategy: Grimm's special is really hard to hit with. Your best bet is to ram an opponent and fire or freeze him. Mr. Grimm is an excellent vulture. Pick off the weak cars with your massive special.



Minion

Armor: 5 **Special Str:** 3
Speed: 2 **Handling:** Sluggish

Special Weapon:
Three missiles and a Freeze will fire out. This is nasty!



Basic Strategy: Chase after the other cars. Minion plays like a Boss should. Just watch your maneuvering. It's easy to flip over when chasing a speeding victim. Kill the other cars one at a time.



Hammerhead

Armor: 3 **Special Str:** 3
Speed: 1 **Handling:** Sluggish

Special Weapon:
You'll get a burst of speed with which to run over opponents.



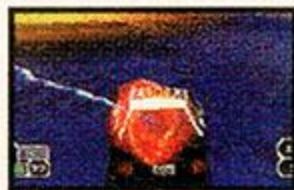
Basic Strategy: Hammerhead is a well-balanced car. It's best recommended for beginners. When using your special, make sure not to try turning, or you'll flip over.



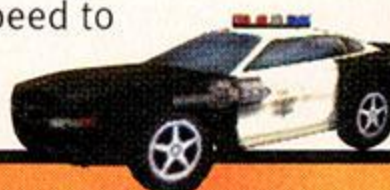
Outlaw

Armor: 2 **Special Str:** 3
Speed: 4 **Handling:** Average

Special Weapon:
Arcs of electricity will zap all opponents who are close to you.



Basic Strategy: Outlaw is another hit-and-run character. Drive in patches of enemies and let your special rip! This will weaken everyone in the area. Now use your speed to go while the going's good.



Car Classifications

All Cars Are Not Made Equal: You cannot treat Mr. Grimm and Hammerhead the same way. There

Assault: These cars are heavily armored and can stand toe to toe with any number of opponents.

- 1: Minion
- 2: Warthog
- 3: Auger
- 4: Hammerhead
- 5: Thumper
- 6: Firestarter
- 7: Sweet Tooth

are two types of cars in TMIII. Here are their playing styles as well as the order of who's the best at the job.

Hit-and-Run: Like a jackal, these cars are ideal for whittling down adversaries a little bit at a time.

- 1: Spectre
- 2: Outlaw
- 3: Axel
- 4: Club Kid
- 5: Mr. Grimm
- 6: Roadkill
- 7: Flower Power

Lv. 1 Hollywood

Difficulty: Easy

• **The Easiest Way to Survive:** To beat this level with ease, memorize where the health pick-ups are found. When they are low on health, the enemy cars will try to restore themselves at these points. If you feel confident that you won't need the health, pick it up before the computer does.

• **The Safest Place to Go:** The high ramp (1 on the map) offers the best place to go. It's easier to hit enemies with homing weapons and freeze from a higher trajectory. If you stay at the top, you'll be fairly well protected. Keep an eye on your radar for any interlopers who want to come after you. There's only one way up, so have your weapons blazing when they come. To make things even sweeter, there is a health that spawns here!



You can use the top section of the ramp as an ideal ambush zone.



Second Safe Spot

• **What to Do:** Take a leap across the overpass that stands alone. Across from it on the far side is a small patch of concrete. It's relatively safe. However, you must have a car that has the acceleration to get you there or you'll fall.



You can only reach this spot with a fast car.

Lv. 2 Washington

Difficulty: Easy

• **The Easiest Way to Survive:** This level is really easy, as long as you don't try to get in the middle of a fight. Keep moving. Drive from the Capitol down to the bottom of the level. At the bottom there is a teleporter that brings you back to the Capitol. Keep going back and forth, and you'll be close to the two main health pick-ups in the level. Along the way you'll see some Homing Missiles. Pick these up, as they are excellent even if fired with aiming. Keep this driving pattern, and the opposition will probably ignore you for the most part. The enemies will whittle themselves down, and you can speed this up with few random Homing Shots.

• **The Safest Place to Go:** This level is wide open. There's really no hiding spots, or even cover. If you try to hide behind the stairs leading up to the Capitol, you'll get boxed in and probably killed. It's not worth it.

Statues

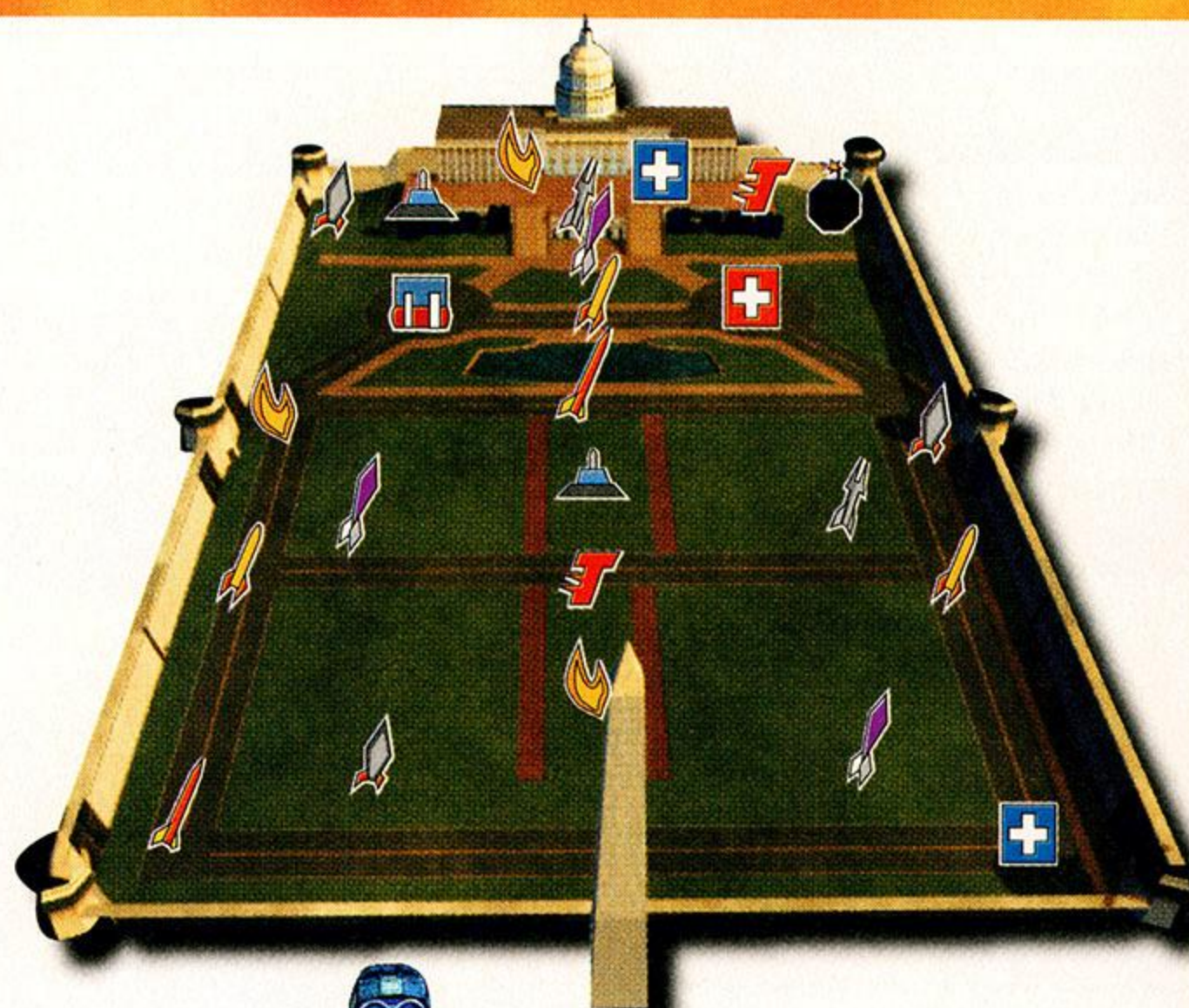
• **Secret Goodies:** Inside the two statues near the Capitol are some nice power-ups. The one on the left contains a Red Health. Make sure you get it before the computer.



The statues can be blown up in Washington.



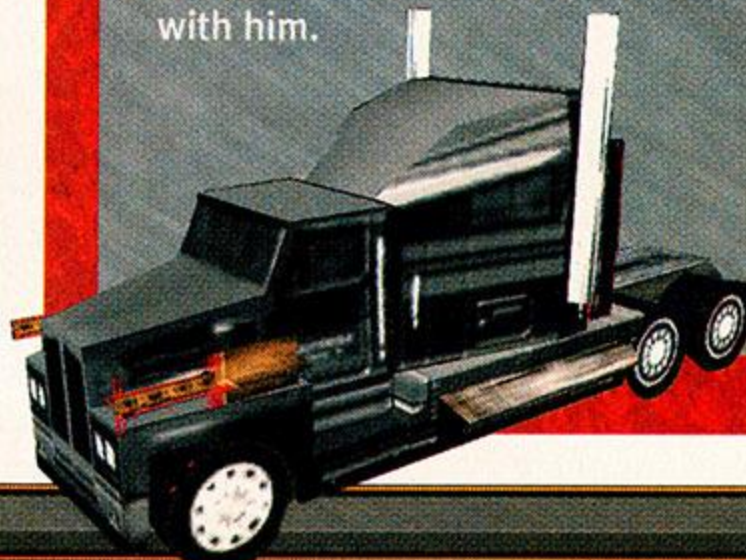
Keep driving from the White House to the teleporter and back again.



Boss: Darkside

• **His Attacks:** Darkside will constantly freeze then ram you. If you are pinned into an area, such as near a wall, you can lose almost all of your life in a single go.

• **Defeating Him:** There is really no cover in this level, so you'll have to use the same tactics for Darkside as you did for the other cars in this level. When you spot his ominous form in the distance, launch a Freeze his way. Homing shots and Freezes are what work best on him. Don't try to go toe to toe with him.



Lv. 3 Hanger 18

Difficulty: Medium

• **The Easiest way to Survive:** First things first, hit all of the switches. Do this, or Hanger 18 will be extremely challenging. Once again, you'll want to keep moving. Keep to the edges. This way you'll be able to see the opponents much easier, and the subtle height difference will help fend off some of the enemy fire. Use caution: If you hit the raised sections too fast or with the wrong two wheels, you might lose control. Ease off the accelerator when you approach them. Make your way to the top section and warp on top of the saucer for a weapon.

• **The Safest Place to Go:** There is a hidden section where the alien bodies are stored. You'll have to teleport to get in and out, but this area protects you pretty well.



• **Opening the Saucer:** There are five switches placed around the level. A few machine gun bursts will destroy them. Once all of them are hit, the forcefield in front of the saucer will go away. You can use the teleporter inside to reach an upper platform containing health and other useful pick-ups. You can find a warp that takes you onto the saucer.

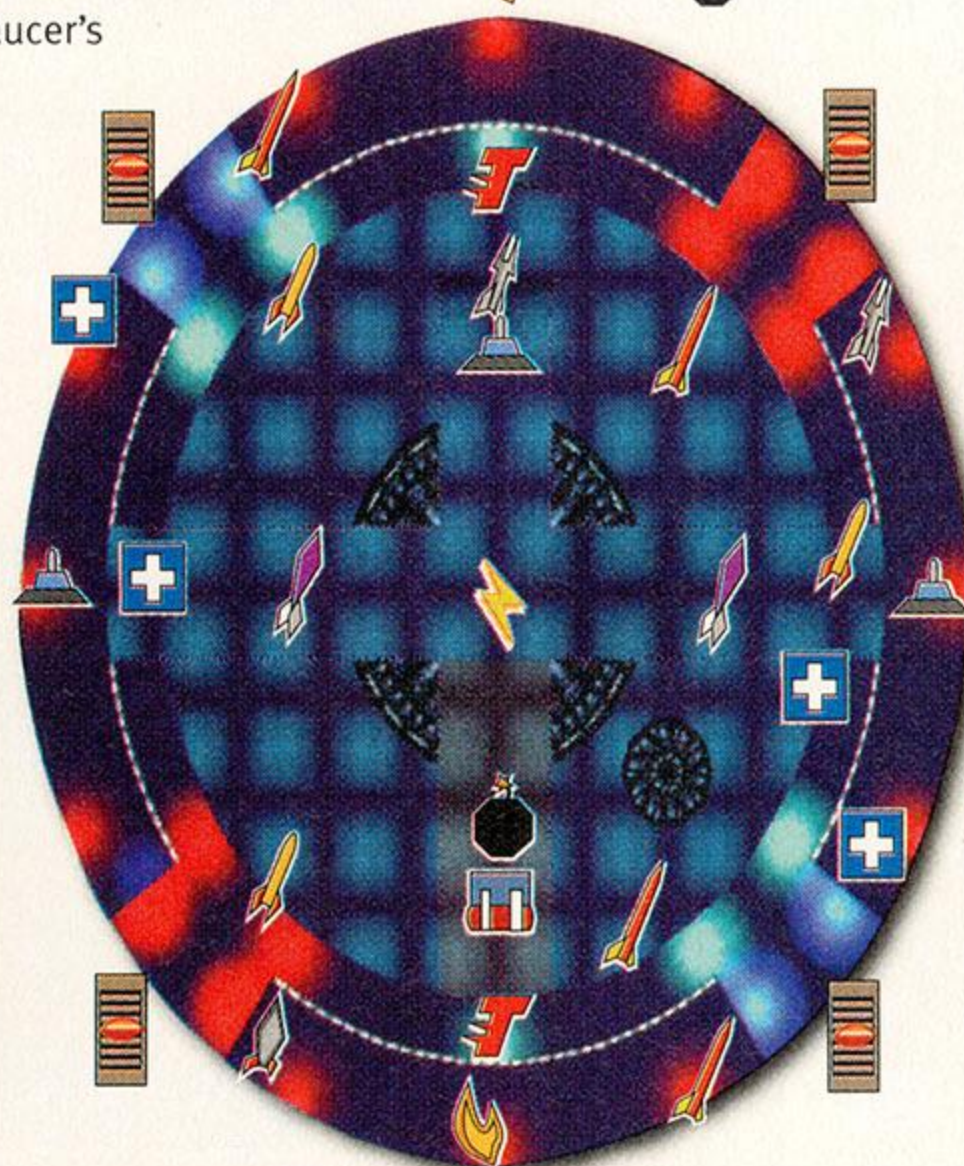


= Level Switch
Destroy all of them to shut down the Saucer's laser grid.

• **Super Secret Room:** Hidden carefully next to one of the switches is a teleporter. Jump inside and you'll warp to a small rectangular room. This room will protect you from the saucer's blasts. It also makes an excellent ambush zone.



1



You must shoot the switches to get rid of the saucer's forcefield.

Alien Attack!

• **What to Do:** Warp on top of the saucer from the second floor teleporter. Now destroy the top dome of the saucer to reveal a special item. You'll want to leave the area before triggering this attack as it'll probably kill you if you're near.



The saucer's attack can kill all of your opponents.

Lv. 4 North Pole

Difficulty: Hard

• **The Easiest Way to Survive:** Keep moving. Two easy-to-reach health pick-ups are on the outer ring. Grab yourself some homing weapons, but don't try to fire them up the inclines. You'll just hit the ground. Wait to fire when you're at the flat sections, like around the igloo or the teleporter.

• **The Death Trap:** To make the cars in the moat around Santa's Toy Factory disappear, toss a batch of Ricochets in and watch the fun begin. Next, grab the Lightning from the left side of Santa's shack. What this does is zap everyone who is in the moat and the center of the level.

• **The Safest Place to Go:** The North Pole is wide open, but you can always watch your back when you're on Santa's little island. It's easily defendable, and it ties in nicely with the level trap. Plant explosives on the bridge for more fun.



• **Don't Go in the Moat:** Simply put, enter the moat and die. This area is a death zone, especially in a multiplayer game. A few Ricochets could be very nasty here. To be devious, plant an explosive on the narrow patch of ice that the cars have to drive up to get out. Trigger it when they get close.



Open it Before Christmas

• **What to Do:** Drive across the bridge to Santa's Toy Shop (1). Blast the main house and a present will be revealed. Shoot the present that's revealed.

• **What You Get:** You will receive a Lightning. What this does is send out a bolt of electricity to fry any cars that are on Santa's little island or in the moat. Make sure that you're far away when you trigger it. If done early, this will severely weaken your foes.



Shoot the present to get a special Lightning.



Use the Lightning to zap all of the cars in the moat and on the island.

Item Key

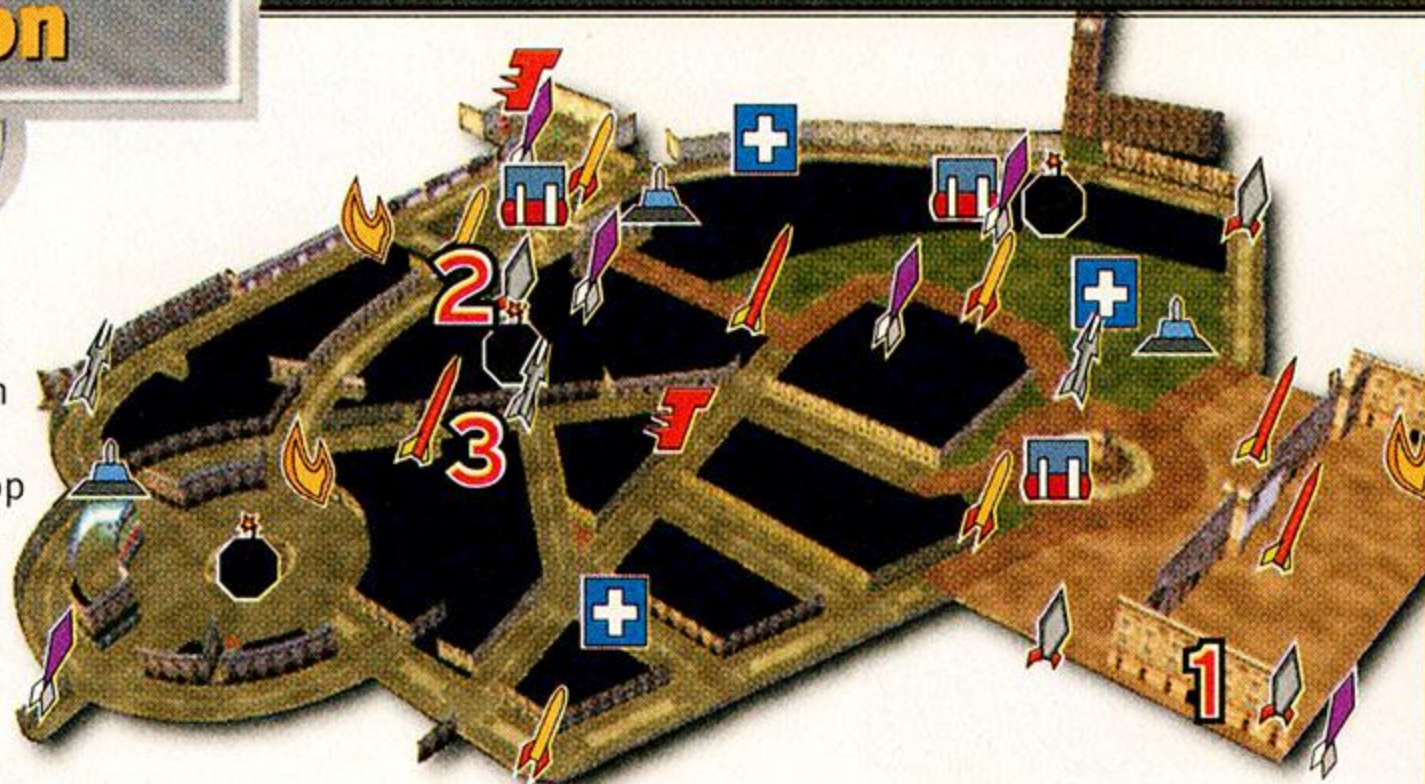
- Homing Missile
- Power Missile
- Fire Missile
- Rain Missile
- Speed Missile
- Lightning or level special
- Ricochet
- Napalm
- Health
- Turbo
- Remote Bomb
- Mortar

Lv. 5 London

Difficulty: Hard

• **The Easiest Way to Survive:** Seek out the health in this level and grab it before the computer does. Try to learn the timing of how long it takes for a health to spawn. This way you can stop the other cars from fixing themselves.

• **The Safest Place to Go:** When you're not health hunting, you can hide on the second floor of the large building (1). What you do is hit the teleporter underneath. As soon as you go through, drive backward. Now, all of the cars who try to get at you will be right in front of you. Some can try to fire their weapons backward, but if you're fast on the Freeze, you can nail them. This is the safest spot in all of London, as it is the only place you can watch your back easily.



• **Watching Your Back:** There are very few places you can actually feel somewhat safe in. The outside teleporter is in a small niche. Although this section is a high-traffic area, you can be assured that your back will be covered. And if things get a little too intense, you can whisk away in the teleporter.



There is a good ambush point on the second floor on the large building.



At points 2 and 3 there is a breakaway section. Inside is a secret tunnel that has some really nice power-ups.



Boss: Minion

• **His Attacks:** Minion has the same deadly attack from the previous games. It's a spray of missiles along with a built-in Freeze. Needless to say, getting shot is a bad thing.

• **Defeating Him:** Take the battle to where Minion's bulk will work against him. Teleport to the second floor of the larger building. Roll back behind the teleport point. When Minion comes in for the kill, you can get the jump on him. Unleash all you've got!



Lv. 6 Tokyo

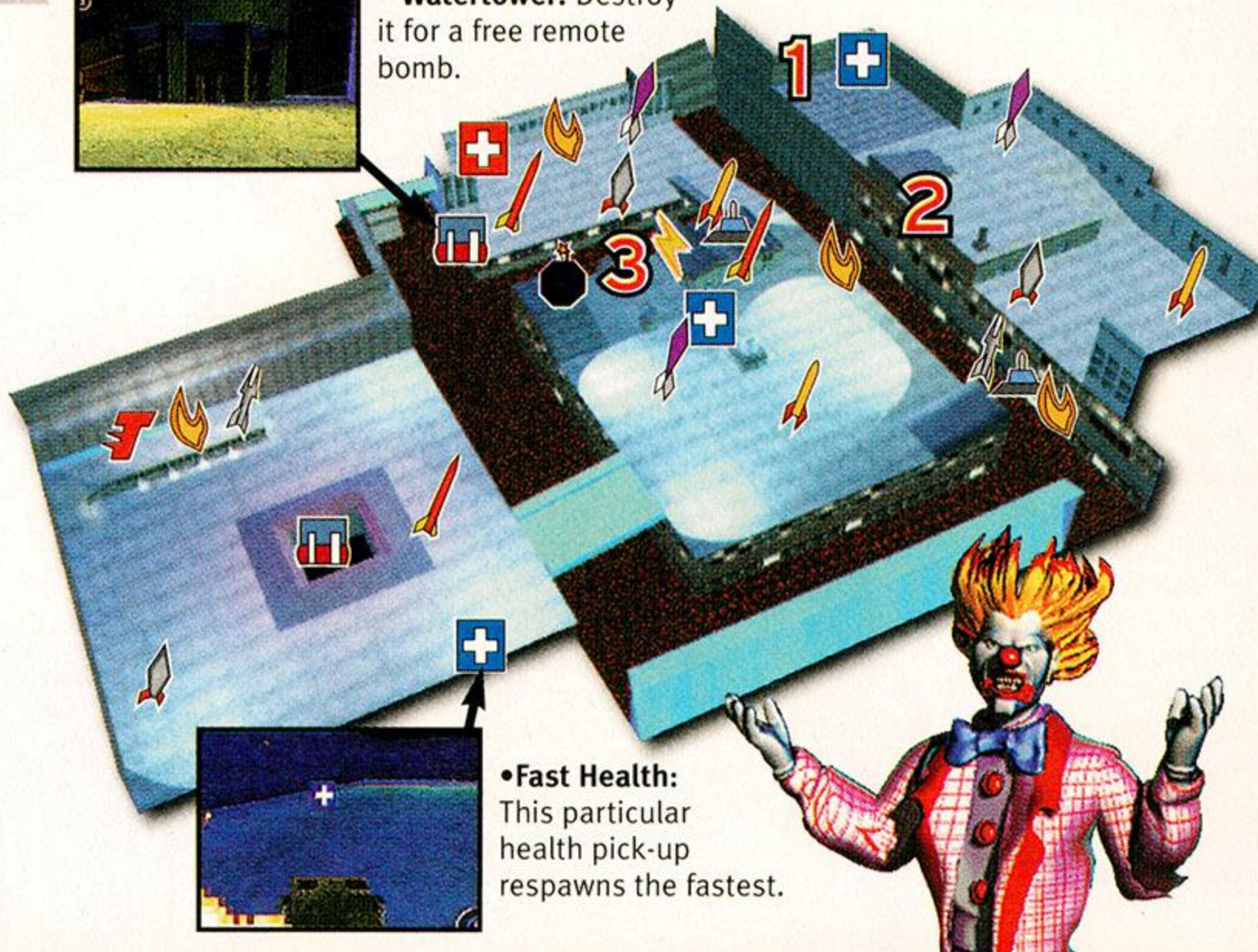
Difficulty: Medium

• **The Easiest Way to Survive:** The other cars in this level will generally stick to the center portion. With a little luck you can lure them out one by one and pick them off. Stay away from the lava. Sitting in it will do your car a steady amount of damage. This goes for the other cars too, so ram them in if you can. If you do end up in the lava, seek out the teleporter as fast as you can.

• **The safest place to go:** The rooftop section on the far right (1) is an excellent place to set up an ambush. To really scare off the competition, you can place an explosive right where the other cars have to jump to get to you. You can keep knocking them into the lava this way. If you want to end the battle quickly, try taking collecting the radar weapon. This level-based attack will ruin the day of any car unfortunate enough to get close. Overall, Tokyo isn't too tough a level.



• **Watertower:** Destroy it for a free remote bomb.



• **Fast Health:** This particular health pick-up respawns the fastest.



Use the teleporter to get out of the highly damaging lava flow.



Jump from area (2), and you'll land (just barely) on a shed (3). Jump once again into the billboard.

Radar Fun

• **The Long Jump:** Collecting the Radar item is really tough. When you start the jump try to be as centered as you can. The radar is worth the trouble as it takes two shots to kill a car.

Item Key

- Homing Missile
- Power Missile
- Fire Missile
- Rain Missile
- Speed Missile
- Lightning or level special
- Ricochet
- Napalm
- Health
- Turbo
- Remote Bomb
- Mortar

Lv. 7 Egypt

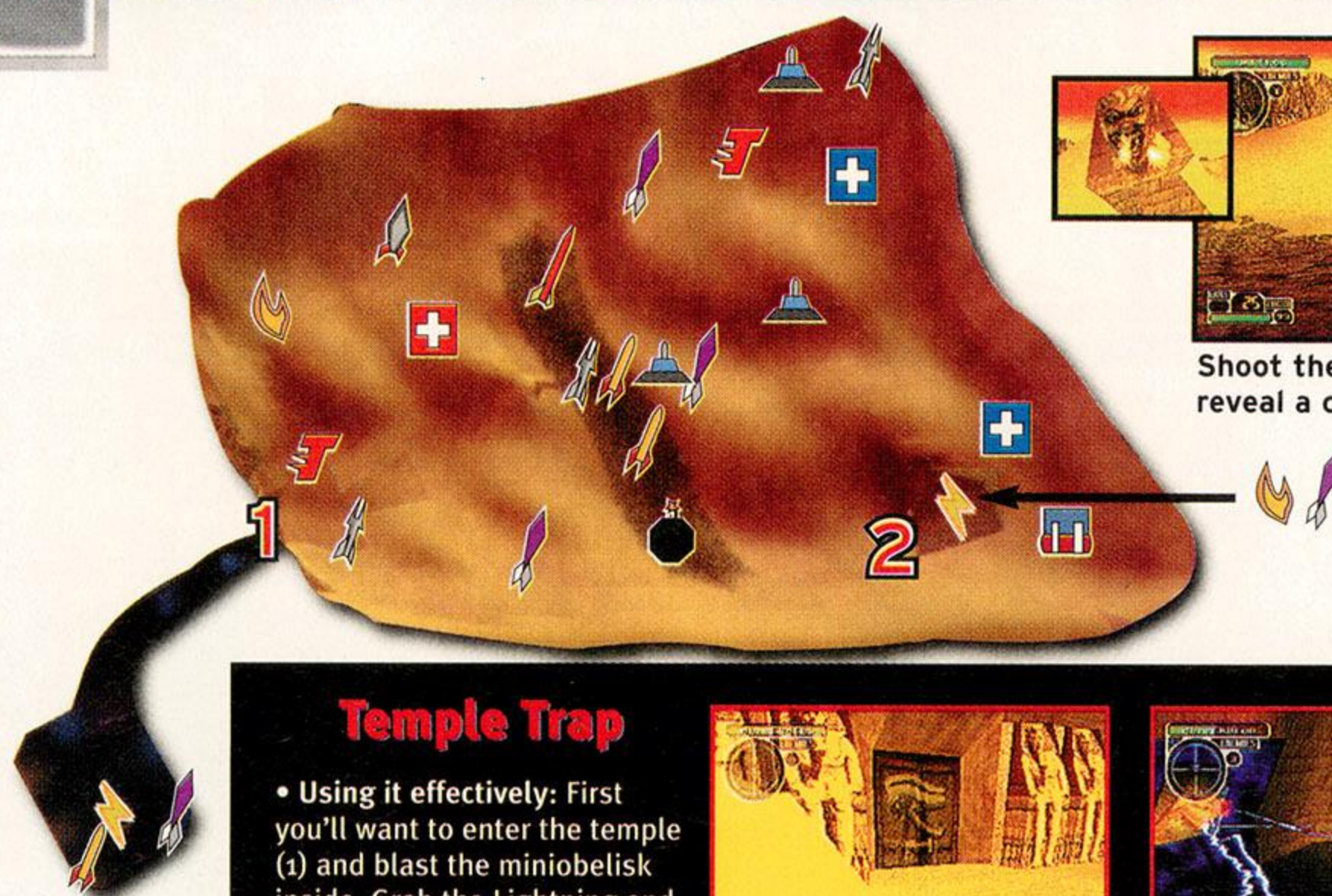
Difficulty: Medium

• **The Easiest Way to Survive:** Never try to duke it out on the sand dunes. The uneven ground will make your shots ineffective. Look for a place where you'll have some flat ground as well as cover. Go from the pyramid to the temple and back. At each place, ambush any cars that follow you in.

• **The Safest Place to Go:** First, you'll have to blow open the entrances of the pyramid and the temple. At each place there is a power level-based weapon. When inside these places, set up an ambush, then turbo out of there when you run out of the freezing ability. After you've jetted away, use the level weapon. Any cars caught in the attack will most likely die. As long as you use these special weapons effectively, you'll win pretty quickly.



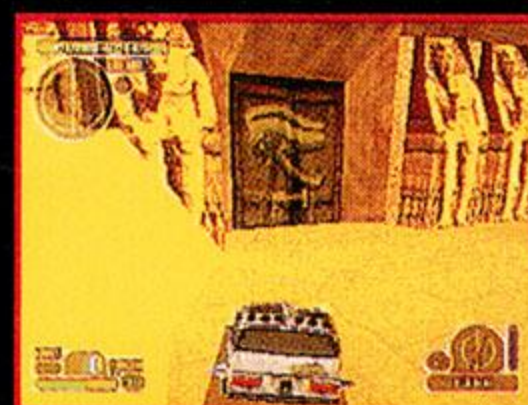
Keep off of the sand dunes. They'll make the battle harder.



Shoot the Sphinx's face to reveal a comical secret.

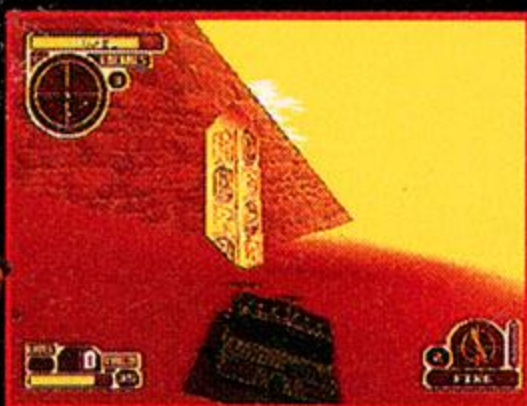
Temple Trap

• **Using it effectively:** First you'll want to enter the temple (1) and blast the miniobelisk inside. Grab the Lightning and lure as many cars inside. Then drive as far at the tunnel before triggering it.



The Eye of Ra

• **Using the Eye:** Shoot the obelisk outside the pyramid (2). Inside, shoot the sarcophagus to reveal a teleporter. The item is on top of the pyramid. The Eye shoots the closest car near to the pyramid.



Lv. 8 The Blimp

Difficulty: Easy

• **The Easiest Way to Survive:** Search out for each of the level triggers. When you shoot the last one, the enemies will stop regenerating. Try to refrain from killing any of the other cars until this is done. It's far better to fight weakened enemies instead of freshly spawned ones. If you are controlling Thumper, you can clear out the other cars on this level with ease. Thumper's special pushes cars, so you can shove them off into the bottomless pit.

• **The Safest Place to Go:** There really aren't any safe spots. The best place to go when things heat up is the area behind the "closed" section of the level. The other cars do not often come back there, and there is a level-based trap that is excellent for frying the opposition. Overall, you should stay away from the bottomless pit. It's easy to accidentally jump into it—unless it's an emergency, keep away.



Hit all of the five switches or the enemies will keep respawning.



Lower Level

Lower Level

x = Level Switch
Destroy all of them to stop enemies from regenerating.

Ignore the Sign

• **Breakaway Walls and Trap:** Shoot the walls where it says that the area is closed (1 and 2). This will reveal a secret passage. Deep inside is a Lightning item that can really help turn the tide of battle.



Boss: Primeval

• **His Attacks:** His attacks are similar to Minion's: a slew of rockets, a slag of metal and a nasty Freeze. The best way to avoid this onslaught is to freeze him first.

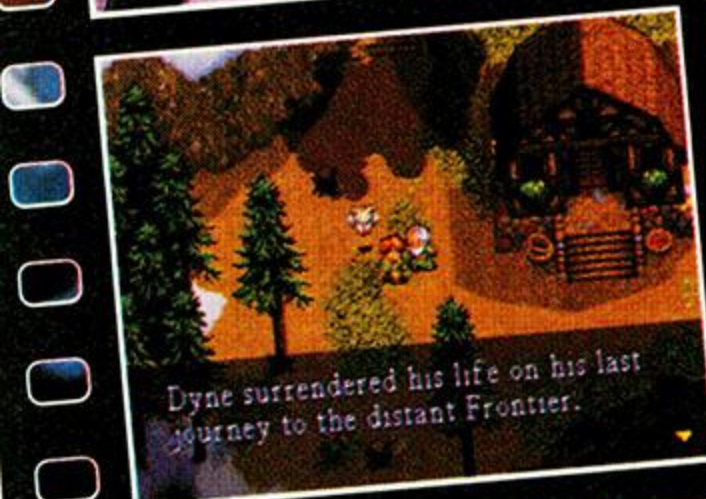
• **Defeating Him:** Hit-and-run is the best way to beat him. Freeze Primeval once, shoot him up then run. Thumper can kill this guy with two hits. Freeze him near the bottomless pit, then use the sonic special to knock him in!



LUNAR

SILVER STAR STORY

COMPLETE



Dyne surrendered his life on his last journey to the distant Frontier.



An Epic Adventure A Timeless Romance An Instant Classic

★ *Four Disc Collectors Edition!*
Includes: 2 Game CDs,
1 Music CD, and 1 Exclusive
"Making of LUNAR" CD!

★ *50+ Minutes of Incredible Animation!*

★ *100+ Page Cloth Hardbound*
Artbook/Instruction Manual!
Including an Exclusive Excerpt
from the Official Hintbook!

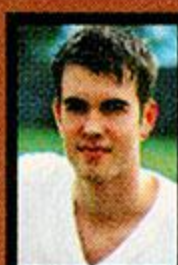
★ *Full-color Cloth Map!*



Our games go to 11!™

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "LUNAR" is a registered trademark of Game Arts/Working Designs. Licensed from ESP by Working Designs. Original Game © Game Arts/ Studio Alex 1992. Reprogrammed game © Game Arts/Kadokawa Shoten 1998. English Translation © Working Designs 1998. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. 3B Redux! Web Address: <http://www.workingdesigns.com> For a dealer near you, call (530) 243-3417.

Find All 300 Mudokons!



XG Strategy
by Jim Mazurek

While my enormous pile of broken controllers is telling me otherwise, I actually did have fun playing Abe's Exoddus. (Broken in frustration, of course...) As you probably already know, Abe can be quite difficult. The addition of 300 Mudokons instead of the original 's 99 makes for a game with three times the worries. Spanning two discs, Abe's Exoddus contains eight ultra-large levels, each with sublevel upon sublevel, to really make the game overwhelming. This strategy reveals all 300 Mudokons, along with some helpful general tips about dealing with the game's immense variety of hazards. Fans of Abe's Oddysee will not be disappointed in this sequel that's not only fun, but significantly raises the standard for 2D side-scrolling puzzle games.

Very Important Note:

To avoid confusion, ignore all Mudokon signs when trudging through the levels. They are sometimes very misleading, and can make things overly complicated. Follow the numbers in this guide, and you're on the way to all 300!

Database

time to complete **35 hours**
difficulty **hard**
must fix **load time**
must add **more variety**
extra helper **H. Grossman**
we'll miss ya **Nelson Taruc**
system **PlayStation**
publisher **GT Interactive**
developer **Oddworld**



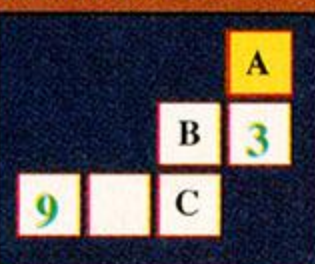
SoulStorm Mines

Secrets: **9** Mudokons in these Secrets: **41**

Secret Area #1

Tunnel #1 MIP01C04

A secret on the first screen? Duck down behind the pile o' bones and fall into a new area. You'll get Mudokons 1-12 here.

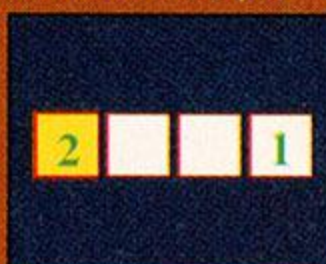


A. Go down the ledges, hide in the shadow.
B. Have Mudokons go through the electricity one at a time.
C. Have 'em turn wheels, walk across and chant to get the other nine.

Secret Area #2

Tunnel #1 MIP01C02

Drop down where the rocks are falling in the shadows, and you'll be able to go into a warper that leads you to Mudokons 24-26.



This one puts you into the background, where you'll get a total of three Mudokons. Just run along, chant when you see the first portal, and repeat the process for the last guy.

Secret Area #3

Tunnel #2 MIP02C04

Drop down behind this little rock formation to enter the first secret in this tunnel. Once inside, you'll free Mudokons 27-31.

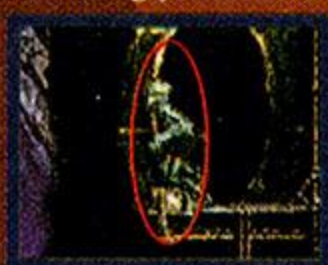


This one is pretty easy as well. You really can't screw it up once you find it. You'll be in the background, and all you have to do to bring the Mudokons over is chant.

Secret Area #4

Tunnel #2 MIP02C27

Get a running start and jump as far as you can to the left. You'll land in a chute that will bring you into a new area.



A. Possess the Slig, then have it jump down on the mine and blow up. Proceed through the door, get all three Mudokons on the lower level then chant.

Secret Area #5

Tunnel #2 MIP02C18

Possess the flying Slig and fly up. Kill the two Sligs, go through the Bone Drills and kill the last Slig. (Fall to that ledge afterward...)



The method above is to actually find the secret, but getting the Mudokons themselves is actually pretty easy. Once you're in that screen, just chant.

Secret Area #6

Tunnel #3 MIP04C03

Wondering where those seven Mudokons are? Fall down this ledge to find a new area where they are hidden.



Once you get to the Mudokons, have them come across one at a time. Trying to get all three will end in failure. Don't open the portal yet (read the next secret).

Secret Area #7

Tunnel #3 MIP04C19

Take the three Mudokons from the upper section down below, then walk them through the wall into the next room.

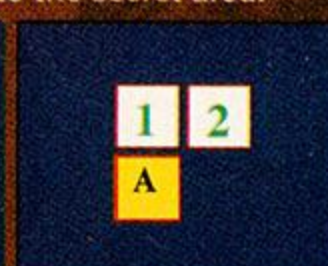


Take the three Mudokons through the left wall, and have them turn the wheels. Bring 'em up the elevator and save all seven of them at once!

Secret Area #8

Tunnel #5 MIP04C05

Jump over the bone drill into what looks like a wall. It actually isn't, so you'll pass through and go up into the secret area.



A. Once you're inside the rocks, just pull yourself up, walk to the right and chant to free the first two. Turn off the drills, bring the last Mudokon down and chant.

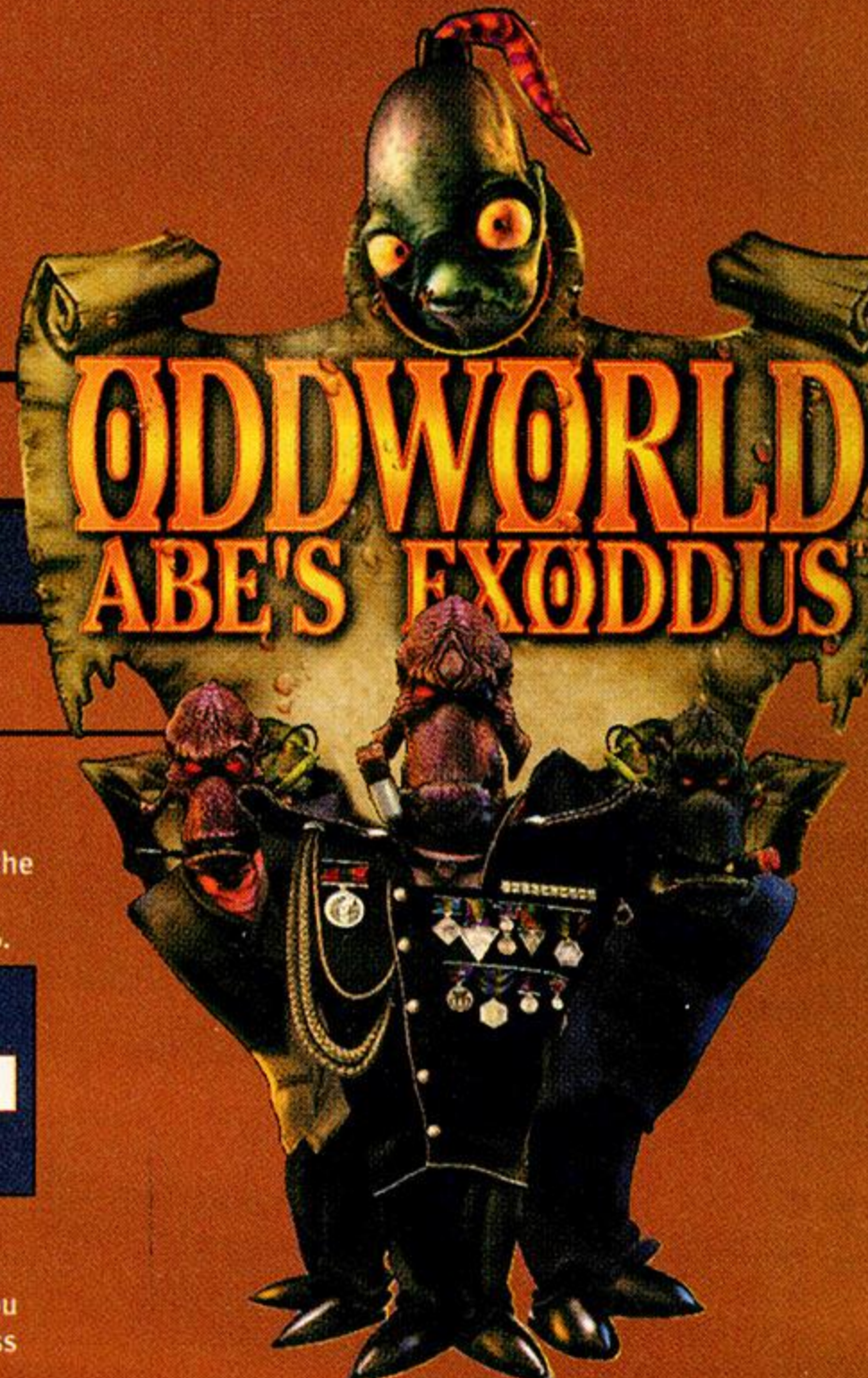
Secret Area #9

Tunnel #6 MIP05C15

Jump up onto this ledge, then roll your way along the dark chasm until you drop off the edge and into the door.



A. Roll through the weird rocks here. Once through the rocks, just roll off the edge and fall down one screen. Enter the door to save a quick three, then save the first one on your way back up.



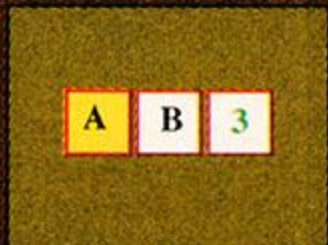
The Necrum

Secrets: **2** Mudokons in these Secrets: **5**

Secret Area #1

NEP02C02

Who would've thought? Another secret on the first screen! Get to this ledge, then jump over to the tree to the right. You'll fall into a chute which brings you to the secret area.



A. Drop down, quickly run across.
B. Go from shadow to shadow here. Go to the next screen, drop down, disarm mines and quickly move Mudokons into the portal.

Secret Area #2

NEP05C01

Find the second Necrum secret right before you enter the Scrab area. Just roll into the shadow here for an easy two.



A. Get up, jump over to the right. Creep and jump over to the left, grabbing the ledge. Go to the next screen. Climb up top, disarm all mines and pull the switch. Fall by the Greeter, arm the mine and blow it up!





Mudanchee Vaults

Secrets: **3** Mudokons in these Secrets: **9**

Secret Area #1

Before Tunnels SVP07Co2
Roll under the cliff right before the bird portal. This will take you to the Mudanchee Vault's first secret, for a "hard" two.

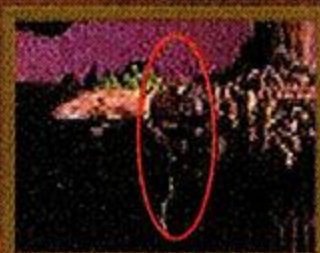


2

You've gotta be fast! Bring the Mudokons down, run through the drills and pull the lever. Now that they've stopped, bring the Mudokons through, chant and get out!

Secret Area #2

Tunnel #1 SVP02Co1
Before you hit the switch in Tunnel #1, fall off this ledge to access a hidden area. Right next to the green bottles...



2

Get to the left ledge, then possess the Scrab. Place it in the box, then quickly flip the lever. Drop down, and quickly call the Mudokons into safety on the elevator.

Secret Area #3

Tunnel #5 SVP08Co5
Before waking up the three Fleeches, roll into the small cave to find the last of the Mudanchee secrets.



3

Roll to the right, then pull the lever and quickly get on the upper path back to the last screen. Zap the Fleeches, then chant to free the Mudokons. Phew!



Slig Barracks

Secrets: **2** Mudokons in these Secrets: **4**

Secret Area #1

Worker's Campus Part 2 BAP05Co9
Before scaling the upper group of platforms, don't forget to kill the Slig with the airmine. Roll under the rocks to access the first secret area!



2

Get into the shadows, then jump into the chute. Have the Mudokons immediately follow you, possess the Slig and take care of the mines in the other screen.

Secret Area #2

Bombing Range BAP14Co5
After clearing out all of the flying Sligs and saving all the other Mudokons, duck down behind this rock for a super-hidden and super-painful secret.



2

Immediately possess the Slig, pull the lever and beat the mines through the opening in the field. Progress forward, and pull the last lever before crashing into the mines. It sounds a lot easier than it really is...



FeeCo Depot

Secrets: **1** Mudokons in these Secrets: **2**



2

Secret Area #1

Tunnel #4 FDP04Co4
As you're progressing to the Bonewerkz, you'll find a small bell that you can duck behind for a secret.

Have the Slog follow you, then call the Mudokon to the right, but stop him before the second pressure plate. Have him work, jump back and bring him around to free him.



Mudomo Vaults

Secrets: **2** Mudokons in these Secrets: **5**

Secret Area #1

Tunnel #3 PVP12Co4
Before running up the tier of cliffs on your way up, don't forget to roll into the dark chasm on the second screen. Grab the Invisibility before you go in...



1

2

Say "Hi" to the Mudokon, then fall down and avoid the drill. Go down and hope that you can kill all the Fleeches on one pass. I'm betting this will take you a few tries, so have a Quik Save ready.

Secret Area #2

Tunnel #6 PVP03Co7
At the very end of the level, you'll see a small ledge. Don't go in the exit. Jump over on the small ledge to the right of the exit for the last secret in this area.



2

This whole secret is completed with the Paramite. Once you have control of it, go to the left, climb the webs and pull the ring. Up top, have the Paramites pull the levers, then pull them again. Now the Mudokons are near ya; chant to save 'em!



FeeCo Depot

Secrets: **1** Mudokons in these Secrets: **3**

Secret Area #1

First Screen FDP01Co1
Roll under the small ledge to the left of the water pipe. It's probably the most overlooked secret by players.



3



Jump into the shadow area, then sneak behind the other Sligs. Jump to the upper ledge, then chant to free Mudokons without alerting the other Sligs. Not easy...

Carrying Items Over

There comes a certain point in the game where it is a very good idea to carry over items from level to level. Bones, Meat and Grenades are excellent examples. Every time you are on a level with these items, use them in the level, then fill up before you leave. You never know when you might need them...

Invisibility

Once you reach the Mudanchee Vaults, you'll get Invisibility from the Ghost Traps every once in a while. You'll be able to notice this by green flashing Ghost Traps. Jimz Tip: Even after you've used Invisibility the first time, you can come back to the broken Ghost Trap to get it again. Repeat process as necessary!

What are those weird numbers?

If you take a moment to pause the game at any time, you'll notice a number in the upper right-hand portion of the screen (i.e., MIP01Co4). This number is the reference point of where you are in the game. For sake of ease, I used these numbers to represent each screen when they are called out next to the maps.

The Quik Save

Although it might seem like you can't go wrong with the "save anywhere" feature, the Quik Save can be the death of you. Be sure that the places you pick to Quik Save are in locations where you won't be killed instantly. It seems like common sense, but be extra careful. It's very easy to forget to Quik Save!





Bonewerkz

Secrets: **4** Mudokons in these Secrets: **12**

Secret Area #1

Annex #1 BWP07Co6

Probably one of the hardest secrets to find. You have to be one step away from the wall and press Up to enter the door.



Basically, you'll have to go through a series of warpers until you end up in the background. Possess the Slig and kill the others in the foreground. Sounds easy, eh?

Secret Area #3

Annex #7 BWP03Co9

Hang down from this ledge, and drop one whole screen to access the secret in this area. There's only one Mudokon here!



First off, climb up top. When the Slig is turned around, pull the lever and release the drill on its head. Roll the Mudokon through the saws (you need good timing).

Secret Area #4

Annex #8 BWP04C20

This one's easy—just fall off this ledge and chant to free the four Mudokons below. Make sure not to jump, though...



Jump to the lower-right platform, then get all of the Mudokons on the lower path. Chant to free them for one of the easiest secrets in the game!

Secret Area #2

Annex #1 BWP07Co8

This one is also in the first Annex. Roll underneath the small ledge next to the giant wall, there is actually a small passage there!



Do a running jump across the gap, then pull the lever before you chant to free them. If you don't, some of them will fall to their death through the crack...



FeeCo Depot (Executive Office)

Secrets: **1** Mudokons in these Secrets: **3**

Secret Area #1

Brewery Sign Screen FDP02Co9

A well-hidden secret, access it by falling down below the barrels near the end of this tunnel. The last secret in the game!



First, hop to hang in the shadow. Sneak to the left, and when both are turned, pull the switch. Go back up again, possess the Slig and kill the others. Hit the last switch, then run it into the saw. Now you can take the Mudokons through the saw one at a time.



Soulstorm Brewery

Secrets: **0** Mudokons in these Secrets: **0**

Can you believe it? There are actually no secrets in the whole journey through the Brewery! I guess that's somewhat of a relief, except for the fact that you still have to rescue an overwhelming 90 Mudokons and shut down the Brewery all in one swoop. It won't be easy!

ABE'S EXODDUS Walk-through

Map Key

(#s) = Correspond to text

Green #'s = Mudokons on that screen

SECRET! = Secret in that screen

--- = Connecting path

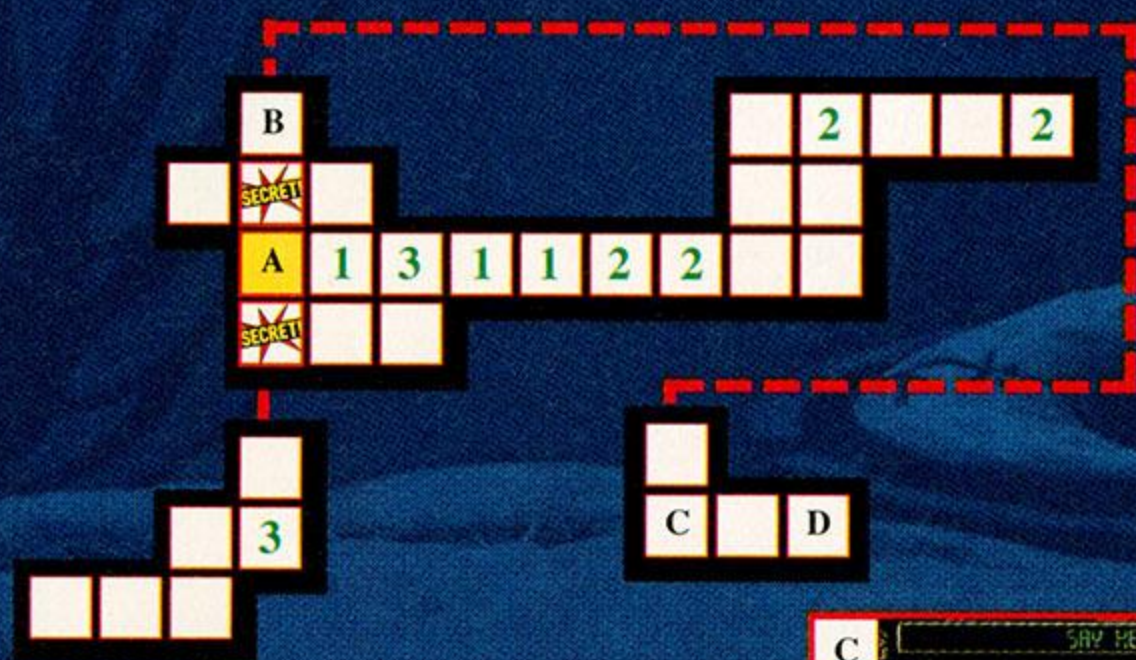
□ = One screen

■ = Starting point

Missing some Mudokons? Located on the following few pages is a list of all 300 Mudokons in their respective areas. Note that there are a lot of maps that have been excluded from this walk-through, since there are no Mudokons there. Precautions have been taken to ensure that these maps are accurate, so you know you can rely on them to save every last Mudokons...



SoulStorm Mines

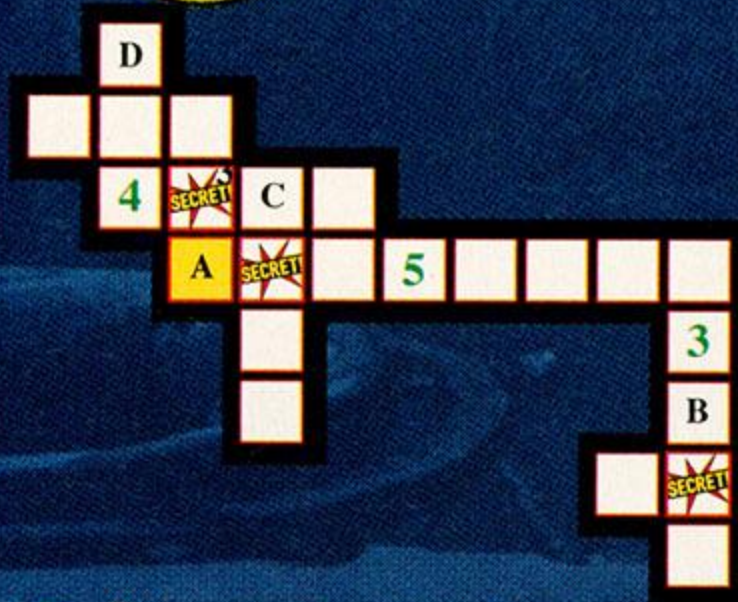


SoulStorm Mines Tunnel #1 26 Mudokons in this tunnel

- Start here, drop down for **Secret Area #1**.
- After you kill the Slig guarding the screen below, you have access to **Secret Area #2**. When done, this screen also has a chute leading to number 3.
- Get your friends up top and bring them to number four.
- Have all of them sequentially turn the wheels to exit this tunnel.



Although you do actually have to bring these guys down to turn the wheels, they don't count toward your total until later.



SoulStorm Mines Tunnel #2 12 Mudokons in this tunnel

Overall, this level isn't too bad, just be ready for the flying Slig, and the Slig Guards throughout the level.

- Start here, move forward one screen and check out **Secret Area #3**.
- Jump off the ledge to **Secret Area #2**.
- After killing the Slig with the other flying Slig, **Secret Area #5** is accessible.
- Exit here to the Boiler.



SoulStorm Mines Tunnel #3 8 Mudokons in this tunnel

Note that all the Mudokons in this level are hidden within secrets.

- Start here, progress two screens and drop off the ledge for **Secret Area #6**.
- Free the upper Mudokons, then proceed to **Secret Area #7**. Take all seven of them up top and go back to the exit. After exiting this level, you'll be in a small extra zone, with one blind Mudokon. Save him, then jump in the chute to enter Tunnel #4.





1. Start here after leaving the Boiler. This one is pretty easy—just run all the way to the end of the line (dodging the drills of course), and hit the switch.
2. Backtrack to get the Mudokon, bring him to the portal and exit!



Back the Mudokon at least two steps away from the drill before dropping it on the Slig. (Quik Save first!)

A. Start here, and clear out all of the mines. Rescue both Mudokons in the upper zone before going through the door.

B. Move forward one screen to find **Secret Area #8**.
C. Exit here to Tunnel #6.



A. Start here, and make your way to the minecar.
B. Once in the minecar, be careful not to crush any Mudokons or set off any mines next to them. Disarm the mines first, move the Mudokons then smash the Sligs.
C. Don't forget to check out **Secret Area #9** behind the rocks on this screen.
D. Exit here to Tunnel #7.



A. You'll start here after the cinema of the Boiler exploding. Get **Secret Area #1**. Then make it up to the chute on top.

B. Jump through the chute here to exit.



Make sure to Quik Save after every mine that you successfully disarm.

Before going to the Mudanchee Vault, visit **Secret Area #2**. Once you've done that, you can hop into the chute and start up the Scrab's domain: The Mudanchee Vault.



A. Once you get through the first few screens and jump through a few chutes, you'll end up here. Get **Secret Area #1**. The tunnel selection screen comes on after this.

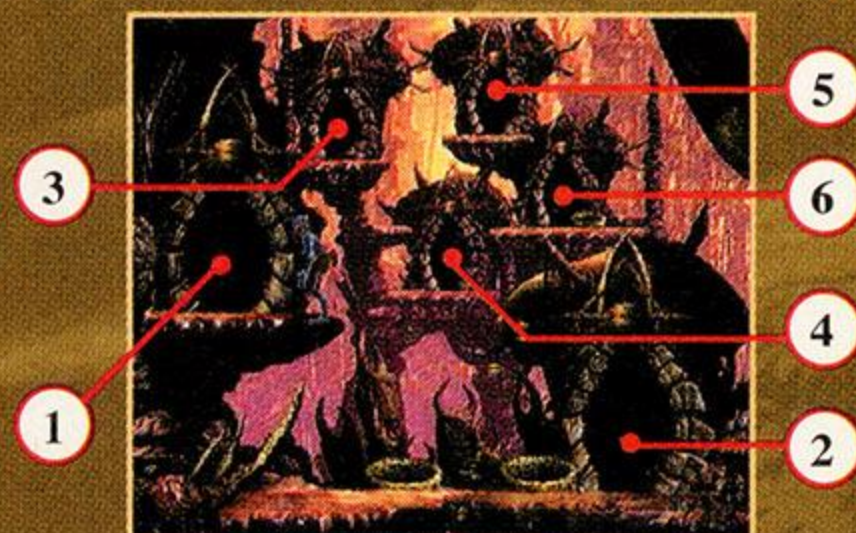
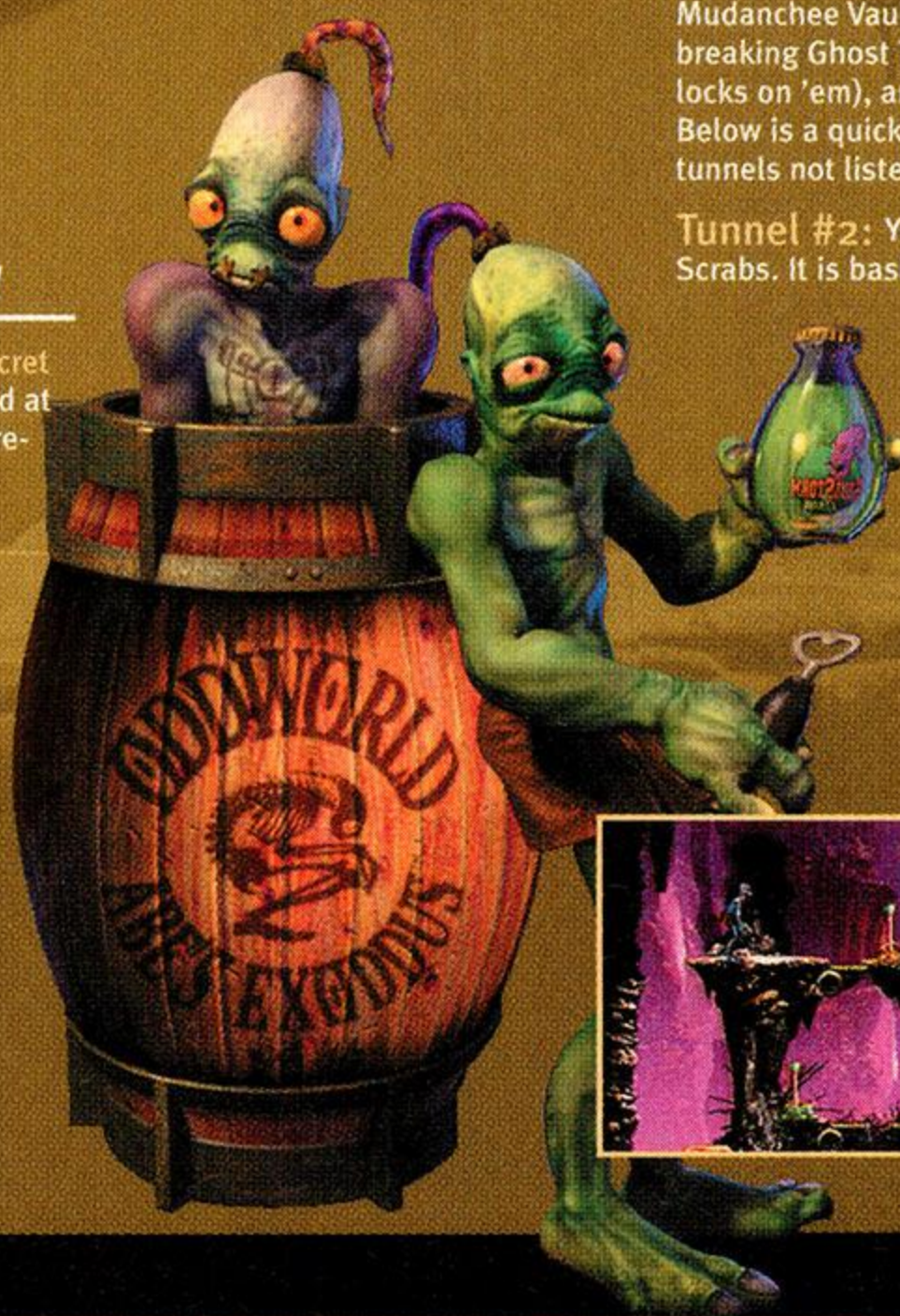


A. Start here, and don't pass up Secret Area #2. You'll be in the background at first, then make your way to the foreground where you'll escape.

A. Start here, and drop down to get the last secret area in the Mudanchee Vaults, **Secret Area #3**.
B. Exit here to the

Mudanchee Selection Screen, then jump in the final tunnel.

C. Grab the five in this last area before exiting the Mudanchee Vaults.



Above is a map of the tunnel numbers for each of the Mudanchee Vaults. Most of the Mudanchee Vaults involve breaking Ghost Traps (those little steel things with the locks on 'em), and not many Mudokons are located here. Below is a quick breakdown of how to beat each of the tunnels not listed to the left with maps.

Tunnel #2: You'll have to be quick in avoiding the Scrabs. It is basically a matter of running quickly when the Scrabs are off screen. The Scrabs can actually be avoided if you only stay on the ground for a few seconds.

Tunnel #3: This one isn't too bad, but you will have to be quick. It involves the same as the last, beating the Scrabs to the ledges before they smash you.

Tunnel #4: Beat the Fleeches from the start, and this one won't be too bad.

Tunnel #6: The last one is easy. Just work your way up to the Invisibility.



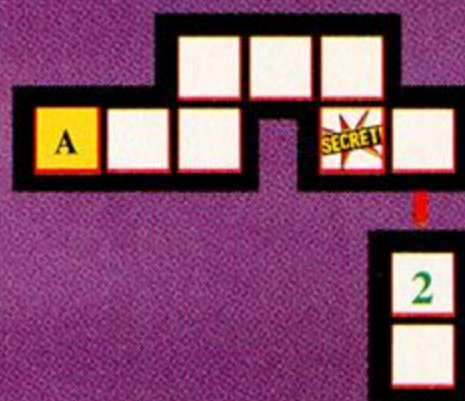


Mudomo Vault



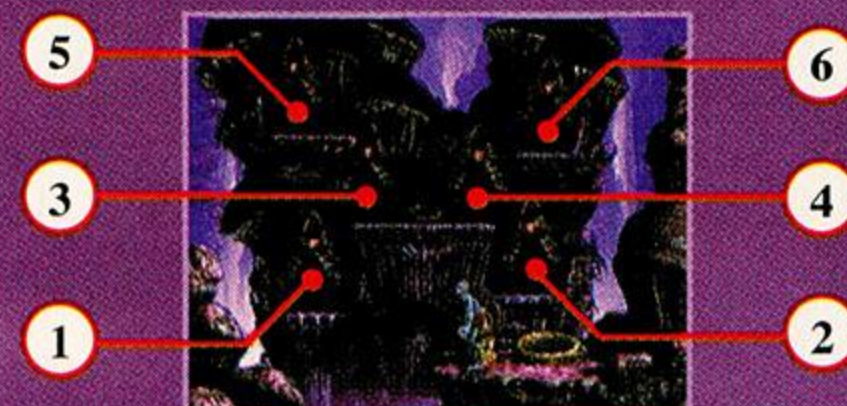
Mudomo Tunnel #3 3 Mudokons in this tunnel

A. Slap the first Ghost Trap and become invisibility. Fall down to the bottom, get **Secret Area #1**. You'll still have invisibility, so you'll escape easily.



Mudomo Tunnel #6 and Mines 2 Mudokons in this tunnel (5 in mines)

A. Roll to the right, dodge the Paramites, and jump into the chute. Before you leave, check out **Secret Area #2**.
B. *Member your five sick buddies? Now it's time to free 'em! After this, it's time for disc two!



Mudomo Tunnel Map

Above is a map of the tunnel numbers for each of the Mudomo Vaults. Below is a quick breakdown of how to beat each of the tunnels that aren't listed to the left with maps.

Tunnel #1: Possess the Paramite, pull the ring, run to the left and do the same. Now sneak Abe past the Fleeches, and you're home free.

Tunnel #2: Possess the Paramite, continue past all boulders and hit all switches. Easy enough...

Tunnel #4: Use the Meat to feed the Paramites (they will always go for the Meat before they go for you!).

Tunnel #5: Possess the Paramite, let it be eaten by the Fleeches, hit both Ghost Traps and escape.



FeeCo Depot



FeeCo Depot Start 3 Mudokons in this area

A. This is where you'll be after the disc change, and what do you know—**Secret Area #1**. Grab the three Mudokons and leave.



Slig Barracks



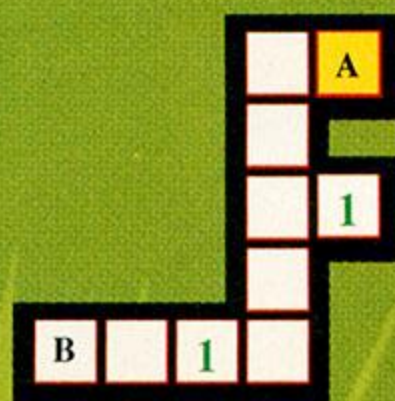
Slig Barracks Block 0 6 Mudokons in this block

After trouncing through the opening part of this level, right before you are about to see the Slig Barracks Selection Screen, you'll run into a small room with electricity fields. Turn them off with the lever and free the Mudokons here.



Slig Barracks Rifle Range 6 Mudokons in this block

A. This level involves a bunch of Sligs in the background shooting at you (hence the name: Rifle Range). Just go from screen to screen looking for cover. Grab a grenade from the dispenser, and blow up the red orb. Walk the Mudokons back to free them.

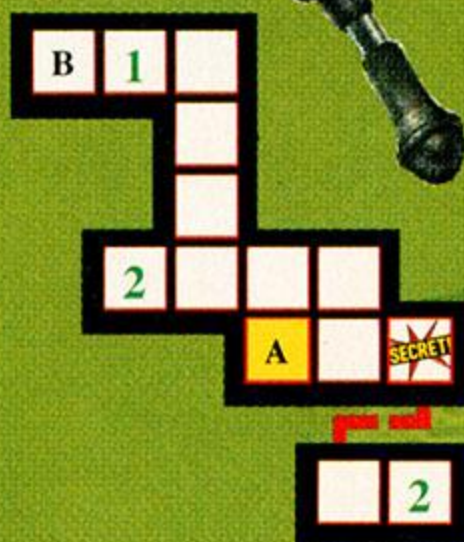


Slig Barracks Workers Campus Pt. 1 2 Mudokons in this block

A. Get over the floating mine, roll through the tunnel. Work your way down the elevators and ledges, until you get to the screen littered with mines. Disarm them, then walk the Mudokon to the right off the ledge.



If you roll underneath the mines, the Mudokon will be quicker to react, and it will be much easier.

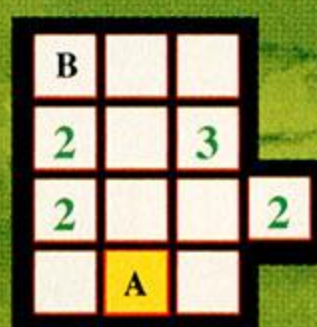


Slig Barracks Workers Campus Pt. 2 5 Mudokons in this block

A. Possess the Slig, run it into the mine. Proceed to **Secret Area #1** first. Disable the bombs before letting the Mudokons out. Jump on the elevator and ride it up to the exit.
B. Exit to the Selection Screen here.



Make sure when you take the Mudokons up the elevator, you are using every piece of foreground as shelter.



Slig Barracks Bunks 9 Mudokons in this block

A. You'll see how the Sligs can detach from their mechanical legs. What you do here is possess the flying Slig to the right, and have it do all of your dirty work for you.
B. Here you'll find a multitude of doors that all lead to different rooms filled with Mudokons. All of these doors are reenterable, so you can go in and out as you please. (Grab an extra grenade before you leave.)

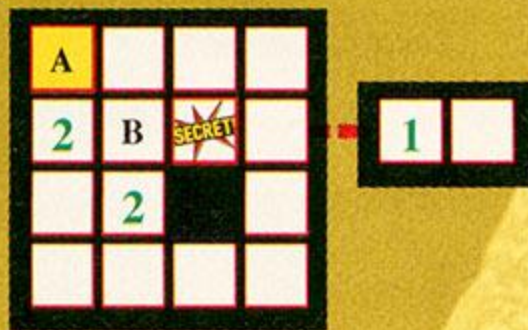


Slig Barracks Bombing Range and Exit 21 Mudokons in this area

A. (You'll be glad you have that extra grenade here!) Go through the warper, then throw the grenade at the Slig on the second ledge. Toast! Hoist up, and get the Invisibility. Kill the other Sligs with the electric fence, then save all the Mudokons in the cages.
B. Here, you need to jump right into the chute and the Slig will blow itself up. Proceed down, and get the first flying Slig to blow itself up on the red orb up top. Now you can bring those Mudokons back here without getting zapped by the orb. Check out **Secret Area #2** when you're all done. After exiting, you'll do the War Room, where you'll kill the first of the three executive officers. Then, you'll go to the ender.
C. Here you'll grab eight Mudokons before finally completing the Barracks.



FeeCo Depot



FeeCo Depot (Before Bonewerkz) Tunnel #4 5 Mudokons in this area

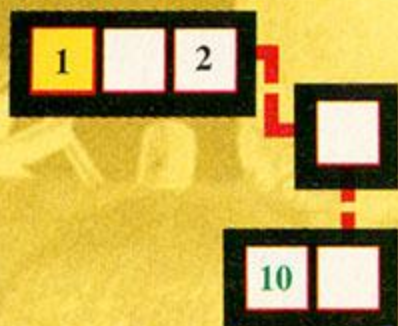
- A. As you work your way through the FeeCo right before the Bonewerkz (you've already entered the door...), make sure to use the bones to feed the Slogs.
B. Check out **Secret Area #2** before you leave.



This secret involves several colored plates that correspond to different actions on the two screens. Once you learn which does what, this one's a joke.



FeeCo Depot



FeeCo Executive Office 4 Mudokons in this area

1. Start here after the Bonewerkz ender.
2. Possess Aslik, and destroy the Bonewerkz. Now you can move on, all the way to the SoulStorm Brewery.



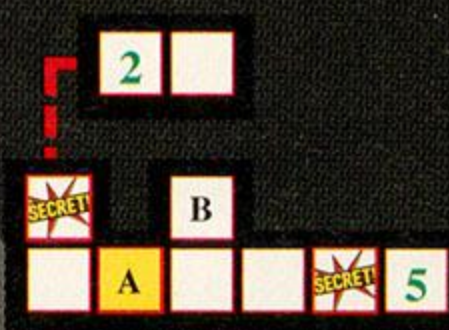
FeeCo Final 3 Mudokons in this area

1. After escaping from the exploding Bonewerkz, grab the last three Mudokons.

Once you get Aslik to this area, he'll make a call to his Slig operator and, well... (you'll see!)



Bonewerkz



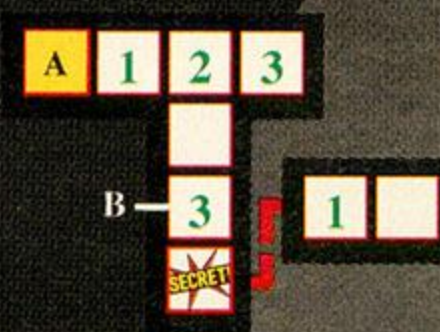
Bonewerkz Annex #1 7 Mudokons in this area

- A. Start here, go left and check out **Secret Area #1**. Kill the Sligs by trapping them in the electric field. Go right to find **Secret Area #2**.
B. Exit here to the Selection Screen.



Bonewerkz Annex #8 4 Mudokons in this area

- A. Go right two screens to find **Secret Area #4**. After this, you'll head to the Boiler. There are no Mudokons there.



Bonewerkz Annex #7 10 Mudokons in this area

- A. Operate the three levers to turn off the fields, then make your way past the boulders. Note the rock sack high up, you'll need it to take care of all the mines.
B. Drop off the ledge to find **Secret Area #3**.



Bonewerkz Ender 9 Mudokons in this area

- A. After the Boiler, you'll end up in a new zone with some Slogs. Run to the right and jump on the ledge; the Slogs will get smashed by the drill. When you go through the next door, you'll be able to possess Aslik and destroy the Bonewerkz. After that, you'll be in the map above. Grab the last nine Mudokons in the Bonewerkz and move on.



Do it!

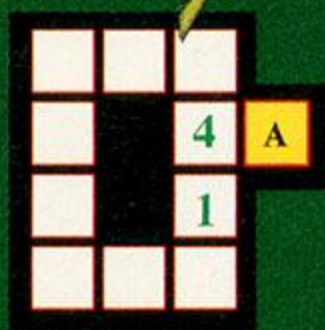


Abe Says:

When you have Sligs possessed in the background, you can have them shoot into the foreground to kill other Sligs. Hehe...they're stupid.



SoulStorm Brewery



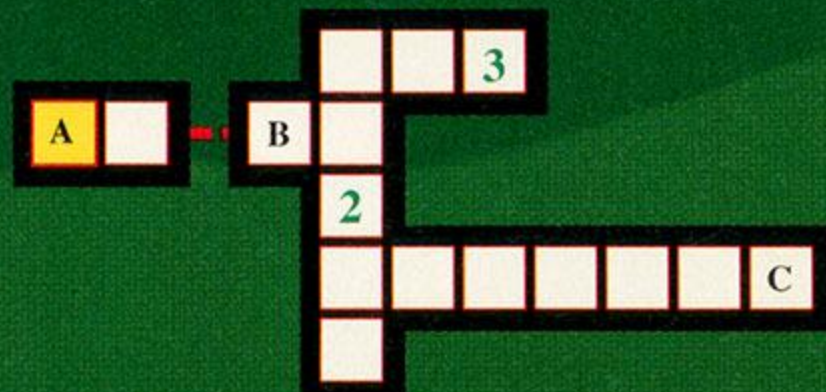
Brewery Entrance 5 Mudokons in this area

- A. The brewery will be pretty straightforward. All Mudokons in the Brewery are visible, none of them will be hidden.



Zulag #1 2 Mudokons in this Zulag

- A. Work your way to the right, then possess a Glukkon. Have the Glukkon do all your dirty work for you.



Zulag #2 5 Mudokons in this Zulag

- A. This one's gonna be tricky, so be ready for frustration. Go to the right.
B. Take the lift down, and possess one of the flying Sligs. Have one kill the other, then use the Slig to blow up all the mines in the oncoming screens. Take it through the bottom electric field, and pull the lever. You're done with it now. Bring another flying Slig up to the electric field in the steel cage. Go inside the cage and take the lower path. Pull the lever to kill the other Slig, then go the upper route. Pull the lever to lower the door. Destroy the Slig. Now in your regular body, you can go back into the door on BRP02C14 and free the Mudokons. After that, work your way to #3, which is the end of this level.
C. Exit here to the next Zulag.

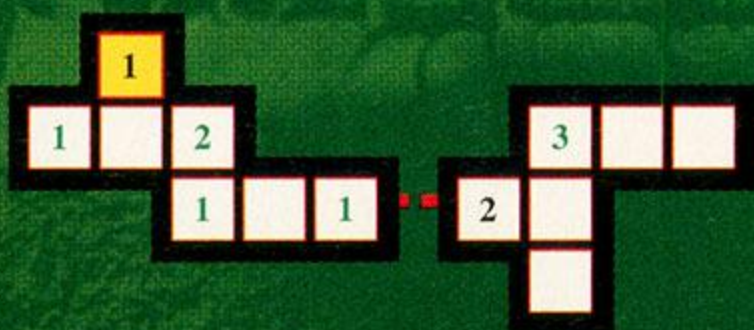


Zulag #3 5 Mudokons in this Zulag

- A. Roll under each series of saws, then go up on top and turn each set of them off. After this, bring the Mudokons back to the first screen to save them.



You'll want to say, "Sorry" before attempting to move anyone on this screen. Once the two top ones are your friends, the drills will stop, and you can free them.



Zulag #4 8 Mudokons in this Zulag

- A. Don't pull the first lever yet. Go right and kill the Sloggies first, then possess the Slig and have it kill the Slogs.
B. After a short movie about the Tear-Extractors, you'll have to go to the right and work your way around to flip the switch and let them out. Exit at #2 to head to Zulag #5.



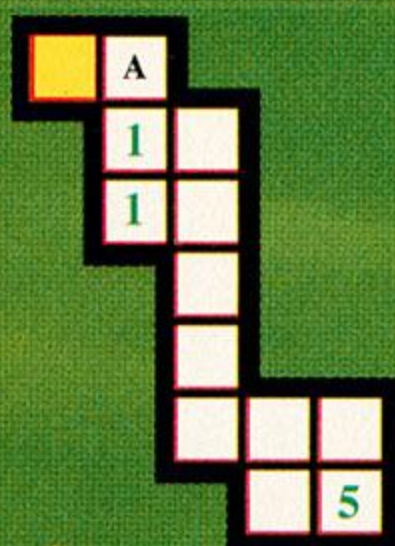
Zulag #5 3 Mudokons in this Zulag

A. The fifth Zulag isn't too bad, but these Mudokons are quite a pain. Go left through the door. Sneak behind the two Sligs to the middle. Drop them through the trap doors with the switch. Make friends with the Mudokon, then continue on the upper path. Grab the next two Mudokons and exit to the second hub of the Brewery.



Zulag #6 9 Mudokons in this Zulag

A. The only tricky spot in this Zulag is getting to the Mudokons who are fighting each other on time. You'll come to them, and turn a lever that will release some water on one of their heads. He will get angry, and start slapping the other Mudokons silly. Get to them fast, and tell them to "Stop it." If you don't, they'll kill each other.



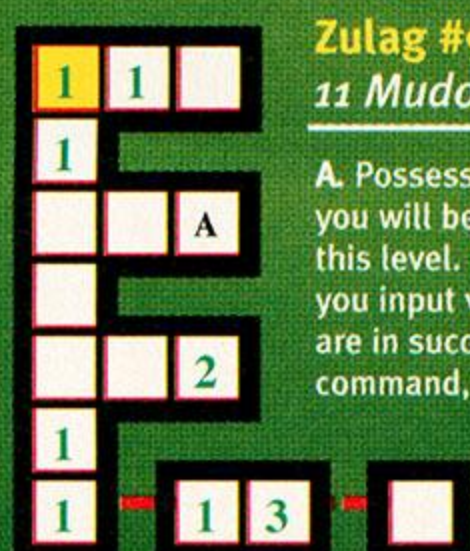
Zulag #7 7 Mudokons in this Zulag

A. Get the first Mudokon through the drill (he's blind, so treat him accordingly), then grab the second and third one too. Get bones from the sack and head down the lift. When you're dodging the Sligs, throw multiple bones to distract them. (One is never good enough!)



Zulag #8 4 Mudokons in this Zulag

A. Once you get the flying Slig possessed, this level is a joke. First off, you'll need to run to the last screen avoiding all of the Sligs. Just avoid them for now, you'll kill them later with the flying Slig. Possess the Slig on the last screen, then go up around the top and release all the levers to drop the Mudokons. Run back with Abe, and gather up the Mudokons to the portal.



Zulag #9 11 Mudokons in this Zulag

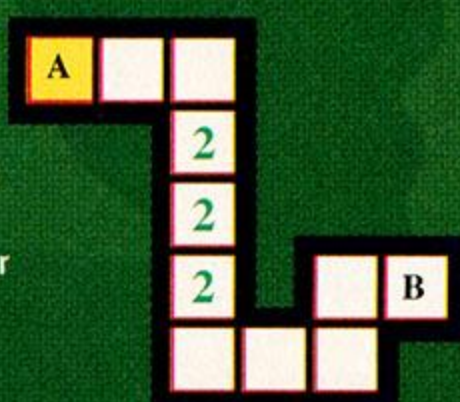
A. Possess the Glukkon here, as you will be using it quite a bit in this level. (Remember that when you input voice commands, they are in succession as one large command, not separate ones.)



Possess your Sligs here! When you get the Glukkon, and you need some extra Sligs, press L2 + Circle to call for "Help." This will release another Slig for you.

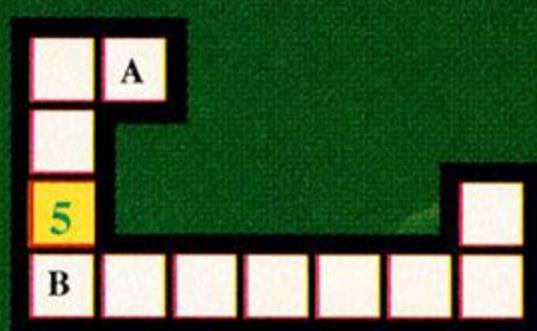
Zulag #11 6 Mudokons in this Zulag

A. Run to the right and pull the lever up top. Possess the Slig, and take out the other Slig below. Remaining are a few more Sligs to be killed below them, but watch out for the ones in the background shooting at you. Pull the lever, and you're done! Get the healing power from the Mudokon in the background and heal those Mudokons!



Zulag #14 (Part 1) 5 Mudokons in this Zulag

A. This level wins the ultimate frustration award! It's a stupid level, and it takes no skill to complete. One thing: Do make sure that you backtrack once you've saved the five Mudokons. Jump in the chute in the lower-left corner and it will take you to the alternate exit. Now you can do the real Zulag #13 (called Zulag #14 part 2 below).



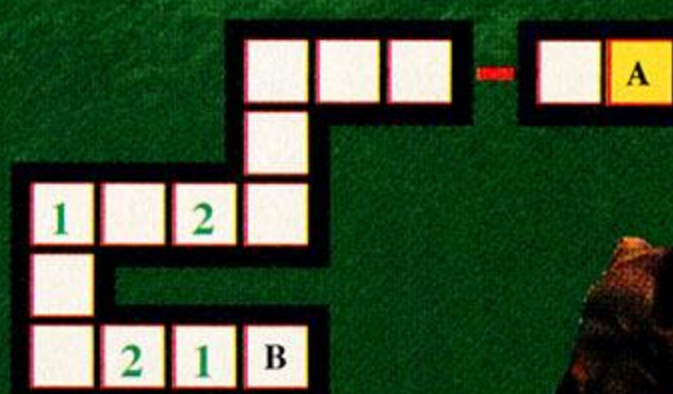
Zulag #14 (Part 2) 3 Mudokons in this Zulag

A. This part isn't as easy as it looks. You need to sneak into the shadows and avoid the Sligs. The best tip is to Quik Save often, and lurk one step away from the post itself. You'll still be in the shadow technically, even though it looks like you aren't. This way you get that one extra step on those thugs. B. Exit here to Zulag #14 part 3.



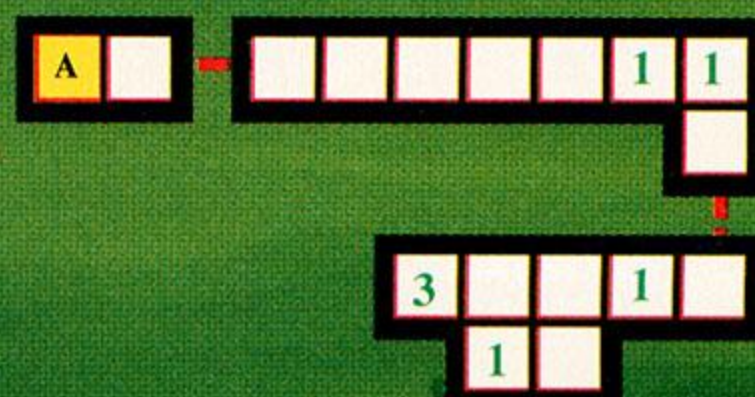
Zulag #14 (Part 3) 6 Mudokons in this Zulag

A. The last part of Zulag #14 is a kicker. You'll need to possess a Glukkon, and have it activate all the voicelocks throughout the level. You can clear the Mudokons at the end, so don't worry about them until then. B. Exit and head to the Brewery Ender to finish the job!



Zulag #10 7 Mudokons in this Zulag

A. The only tough part here is that you have to use the Sligs in the background to kill the ones in the foreground. (Great technique for earlier stages!) Work your way past the first few and get yourself on the second to last screen. Possess a Slig, and start takin' care of the ones in the background. Once you get all seven Mudokons, head for the exit.



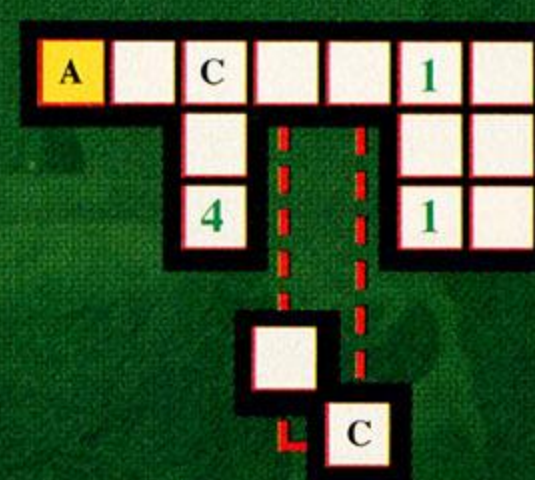
Zulag #12 2 Mudokons in this Zulag

A. Get past the Greeters and get behind the Slig. Possess the Slig and kill him, then send a possesses fart to take care of the Slig one screen over. (Don't forget to carry an extra SoulStorm Brew with ya!) When you get to the exit, you'll actually skip Zulag #13 and go to #14



Brewery Ender 6 Mudokons in this Zulag

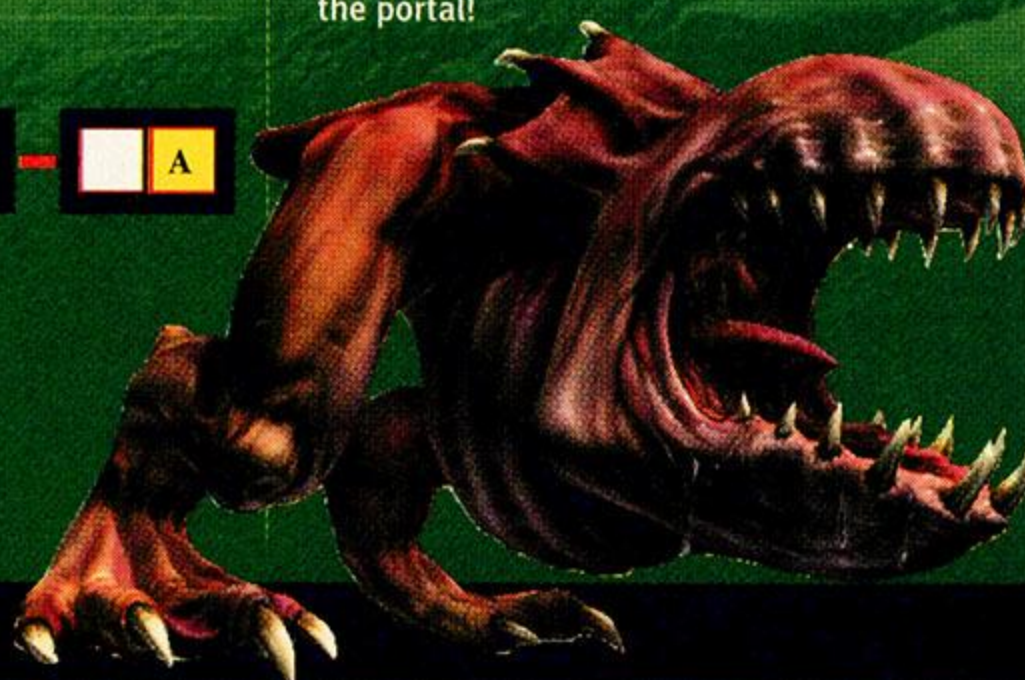
A. Start this level here, and progress to number 2. B. Once you're here, you'll have to turn the wheel to start the timer. You'll only have four minutes to get out, so be quick. Grab the first Mudokon and bring him down the elevator. Get to the bottom and run past the flying Slig. Open the door with the second switch (at this point you should have at least two minutes remaining). Grab the Mudokon and run across two screens, avoiding the drills (use the roll technique to make the Mudokon react faster). Have the first Mudokon work the lower switch while you work the upper switch. Make friends with the second Mudokon, and bring them up one screen. After working on all three switches, head up one more screen to get the Shrykull Power. C. Use the Shrykull Power, turn the wheel and drop down two screens. The last four Mudokons! Chant and jump through the portal!



Have both Mudokons work while you turn the top wheel.



Use the Shrykull Power quickly! As special agent Dana Scully says: "Mulder, there's no time!"





Jimz Ultimate Mudokon Checklist

Cut this page out, and keep it at your side!

Disc 1

Mines Tunnel #1 (26 Total)

- ☐ (1-3) MIPo7C12: Through the electric field one at a time
- ☐ (4-12) MIPo7C15: Just chant for an easy 12!
- ☐ (13) MIPo1Co5: Have him follow you over one screen
- ☐ (14) MIPo1Co7: Have him follow you over one screen
- ☐ (15-16) MIPo1C32: Slap 'em, follow you two screens over
- ☐ (17-18) MIPo1C21: Slap 'em, sneak past Slig, work on knobs
- ☐ (19-20) MIPo1C18: Have 'em follow you over one screen
- ☐ (21) MIPo1C33: Slap Slig in shadow, call Mudokon into shadow
- ☐ (22) MIPo1Co8: Call him into shadow, bring over one screen
- ☐ (23) MIPo1Co6: Disarm mines, follow over a few screens
- ☐ (24-25) MIPo1Co6: (Background) Follow over one screen
- ☐ (26) MIPo1C33: (Background) Follow over one screen

Mines Tunnel #2 (12 Total)

- ☐ (27-31) MIPo2C19: (Background) Follow over one screen
- ☐ (32-34) MIPo2C22: (Background) Chant for an easy three
- ☐ (35-38) MIPo2C12: Chant for an easy four

Mines Tunnel #3 (7 Total)

- ☐ (39-41) MIPo4C17: Lead through cavern, over to wheels
- ☐ (42-45) MIPo4C20: Chant for an easy four

Screen Before Tunnel #4 (1 Total)

- ☐ (46) MIPo4C22: Lead to bottom, through portal

Mines Tunnel #4 (1 Total)

- ☐ (47) MIPo4C23: Turn off all drills, lead to last screen

Mines Tunnel #5 (11 Total)

- ☐ (48) MIPo4C27: Turn off drills, follow over one screen
- ☐ (49) MIPo4C29: Follow down elevator, through portal
- ☐ (50-51) MIPo4C06: Chant through wall for an easy two
- ☐ (52) MIPo4C17: Hit upper switch, bring him up elevator

- ☐ (53-54) MIPo4C11: Bring off upper tier, follow over a few screens

- ☐ (55) MIPo4C07: Turn off upper switches

- ☐ (56-57) MIPo4C09: Follow over a few screens

- ☐ (58) MIPo4C10: Follow over a few screens

Mines Tunnel #6 (13 Total)

- ☐ (59-61) MIPo5C06: Follow over one screen
- ☐ (62) MIPo5C09: Disarm mine, bring back two screens
- ☐ (63-64) MIPo5C10: Disarm mine, bring back one screen
- ☐ (65) MIPo5C12: Bring over one screen
- ☐ (66-68) MIPo5C13: Chant for an easy three
- ☐ (69-70) MIPo5C16: Disarm mine, bring Slig over and smash 'em

- ☐ (71) MIPo5C17: Bring over two screens

Mines Tunnel #7 (4 Total)

- ☐ (72-73) MIPo1C20: Smash Slig, bring over two screens
- ☐ (74-75) MIPo1C19: Bring over one screen

The Necrum (5 Total)

- ☐ (76-78) NEPo2C10: Disarm mines, bring out from under drill
- ☐ (79-80) NEPo5C12: Pull switch on top, kill Greeter with mine

Mudanchee Vault Start (2 Total)

- ☐ (81-82) SVPo7Co8: Bring down one screen, avoid Leeches

Mudanchee Vault Tunnel #1 (4 Total)

- ☐ (83-84) SVPo2Co6: Trap Scrab in box, hit switch, go down
- ☐ (85-86) SVPo2Co7: Call over very quickly, bring up elevator

Mudanchee Vault Tunnel #5 (3 Total)

- ☐ (87-89) SVPo8Co7: Kill Fleeches with electricity, walk over

After Final Mudanchee Vault (5 Total)

- ☐ (90-94) SVP11Co1: Bust open lock, follow over one screen

Mudomo Vault Tunnel #3 (3 Total)

- ☐ (95) PVP15Co6: Stop the wheel, bring down one screen

- ☐ (96-97) PVP15Co7: Turn off drills, bring through portal

Mudomo Vault Tunnel #6 (2 Total)

- ☐ (98-99) PVP14Co9: Possess Paramite, set switches

Mines (Your 5 Sick Buddies)

- ☐ (100-104) NEPo3C17: Use special chant, bring over one screen

Disc 2

FeeCo Depot Terminal #1 (3 Total)

- ☐ (105-107) FDPo1C10: Sneak past Sligs, open portal

Slig Barracks Block o (5 Total)

- ☐ (108-109) BAP13C14: Bring other four up, work wheels
- ☐ (110-113) BAP13C15: Use these four to work wheels, bring up

Slig Barracks Rifle Range #1 (6 Total)

- ☐ (114) BAP10Co4: Bring over one screen
- ☐ (115-116) BAP10Co5: Use grenade on red orb, open portal
- ☐ (117-119) BAP10Co6: Bring up three screens, possess Sligs

Slig Barracks Workers Campus (8 Total)

- ☐ (120) BAPo5Co5: Flip switch, bring past mines to next screen
- ☐ (121) BAPo5Co8: Disarm mines then bring to right, up elevator
- ☐ (122-123) BAPo5C25: Jump over to safety, open portal
- ☐ (124-125) BAPo5C10: Disarm mines, bring over to elevator
- ☐ (126) BAPo5C14: Bring other two up elevator to get "Power"

Slig Barracks Bunks (9 Total)

- ☐ (127-128) BAP15Co1: Possess Slig, open portal
- ☐ (129-130) BAP15Co2: Possess Slig, use voice control
- ☐ (131-132) BAP15Co3: Possess Slig, use voice control
- ☐ (133-135) BAP15Co4: Upper Mudokon pulls switch, open portal

Slig Barracks Bombing Range (13 Total)

- ☐ (136-141) BAPo9Co2: Break locks, kill Sligs, open portal
- ☐ (142-143) BAP14Co6: Slap 'em, bring them over one screen
- ☐ (144-145) BAP14Co4: Flip switch, bring over one screen right
- ☐ (146) BAP14Co3: Call him down, open portal
- ☐ (147-148) BAP14C10: Guide Slig through minefield, open portal

Slig Barracks Exit Area

- ☐ (149-156) BAP16Co1: Pull switch, follow over one screen right

FeeCo Depot Tunnel #4 (5 Total)

- ☐ (157) FDPo4C19: Bring Sloggie over, flip switches, open portal
- ☐ (158-159) FDPo4C13: Flip lower switch, bring down elevator
- ☐ (160-161) FDPo4C12: Bring down elevator, open portal

Bonewerkz Annex #1 (8 Total)

- ☐ (162) BWPo7Co5: Lower bridge, bring over one screen left
- ☐ (163-164) BWPo7C20: Kill all three Sligs, bring over one screen
- ☐ (165-169) BWPo7C15: Roll under wall, pull switch, open portal

Bonewerkz Annex #7 (10 Total)

- ☐ (170) BWPo3C12: Bring off first ledge, bring over two screens
- ☐ (171-172) BWPo3C11: Bring down elevator, over one screen
- ☐ (173-175) BWPo3Co9: Pick 'em up on elevator, up one screen
- ☐ (176) BWPo3C20: Jump over drills, kill Slig, back one screen
- ☐ (177-179) BWPo3C13: Chant for an easy three!

Bonewerkz Annex #8 Tunnel 2 (4 Total)

- ☐ (180-183) BWPo4C20: Chant for an easy four!

After Bonewerkz Ender (9 Total)

- ☐ (184-192) BWP12Co1: Chant for an easy nine!

FeeCo Executive Office (10 Total)

- ☐ (193-202) FDP14Co1: Chant for an easy 10!

FeeCo Depot Secret (3 Total)

- ☐ (203-205) FDPo2C23: Kill all Sligs, bring past drill one at a time

Brewery Entrance (5 Total)

- ☐ (206) FDPo5Co3: Turn wheel, open portal
- ☐ (207-210) FDPo5Co2: Go all the way around, bring all back

SoulStorm Brewery Zulag #1 (2 Total)

- ☐ (211) BRPo1Co4: Bring all the way down to end of level
- ☐ (212) BRPo1Co2: Bring all the way down to end of level

SoulStorm Brewery Zulag #2 (5 Total)

- ☐ (213-214) BRPo2Co2: Flip lever above with Slig, bring all back
- ☐ (215-217) BRPo2C13: Kill Slig, flip lever, open portal
- ☐ (218-222) BRP12Co5: Turn off all drills, bring over to the beginning

SoulStorm Brewery Zulag #4 (5 Total)

- ☐ (223-224) BRP18Co4: Move Mudokons over, Kill Greeters
- ☐ (225) BRP18Co1: Open portal for an easy one
- ☐ (226) BRP18Co8: Kill all Sloggies with Slig, pull lever
- ☐ (227) BRP18Co5: Kill all Sloggies with Slig, pull lever

SoulStorm Brewery Zulag #4 2nd Half (3 Total)

- ☐ (228-230) BRP19Co3: Cure with special power, bring down

SoulStorm Brewery Zulag #5 (3 Total)

- ☐ (231) BRP14Co2: Get rid of Slig, bring back to wheels
- ☐ (232) BRP14Co3: Kill Slog, bring back to wheels
- ☐ (233) BRP14Co4: Bring back to wheels

SoulStorm Brewery Zulag #6 (9 Total)

- ☐ (234-236) BRP05Co3: Make friends, over one screen left
- ☐ (237) BRP05Co9: Make friends, bring over one screen
- ☐ (238-242) BRP05Co1: Stop them from fighting, up elevator

SoulStorm Brewery Zulag #7 (8 Total)

- ☐ (243) BRP06Co1: Walk through drills, follow you to end
- ☐ (244) BRP06Co3: Walk through drills, follow you to end
- ☐ (245) BRP06C11: Walk through drills, follow you to end
- ☐ (246-250) BRP06C13: Chant for an easy five

SoulStorm Brewery Zulag #8 (4 Total)

- ☐ (251) BRP03Co2: Possess Slig, Kill all Slogs, release on top
- ☐ (252) BRP03Co3: Possess Slig, Kill all Slogs, release on top
- ☐ (253) BRP03Co4: Possess Slig, Kill all Slogs, release on top
- ☐ (254) BRP03Co5: Possess Slig, Kill all Slogs, release on top

SoulStorm Brewery Zulag #9 (11 Total)

- ☐ (255) BRP17Co8: Possess Glukkon, use voicelock, move over
- ☐ (256-257) BRP17C10: Possess Glukkon, drop Sligs, move over
- ☐ (258) BRP17Co1: Pull lever, bring down to bottom
- ☐ (259) BRP17Co2: Pull lever, bring down to bottom
- ☐ (260) BRP17Co6: Pull lever, bring down to bottom
- ☐ (261) BRP17Co7: Chant to free all four
- ☐ (262) BRP21Co1: Grab other three, flip switch, quickly chant

- ☐ (263-265) BRP21Co2: After bringing over, quickly escape

SoulStorm Brewery Zulag #10 (7 Total)

- ☐ (266) BRP10Co7: Bring over two screens left, (Background)
- ☐ (267) BRP10Co8: Bring over two screens left, (Background)
- ☐ (268) BRP10C11: Make friends, through drill, open portal
- ☐ (269) BRP10C14: Bring one screen to the right
- ☐ (270-272) BRP10C16: Bring right, turn wheels, down and right

SoulStorm Brewery Zulag #11 (6 Total)

- ☐ (273-274) BRP09Co3: Use healing power, bring down to bottom
- ☐ (275-276) BRP09Co4: Use healing power, bring down to bottom
- ☐ (277-278) BRP09Co5: Use healing power, bring down to bottom

SoulStorm Brewery Zulag #12 (2 Total)

- ☐ (279-280) BRP11Co9: Kill Slig with fart, free with switch

SoulStorm Brewery Zulag #14 Part 1 (5 Total)

- ☐ (281-285) BRP20Co1: Bring through annoying walls, up elevator

SoulStorm Brewery Zulag #14 Part 2 (3 Total)

- ☐ (286-288) BRP15Co2: Kill Sligs, drop down from tear machine

SoulStorm Brewery Zulag #14 Part 3 (6 Total)

- ☐ (289-290) BRP04Co9: Possess Glukkon, flip lever, bring down
- ☐ (291) BRP04C11: Bring down to bottom, turn wheels
- ☐ (292-293) BRP04C14: Bring down to bottom
- ☐ (294) BRP04C15: Bring down and over to end of level

SoulStorm Brewery Ender (6 Total)

- ☐ (295) BMPo1Co3: Walk through level with 'em, get Shrykull P.
- ☐ (296) BMPo1Co8: Bring down from ledge, up elevator to portal
- ☐ (297-300) BMPo1C13: Chant to get the last four through!

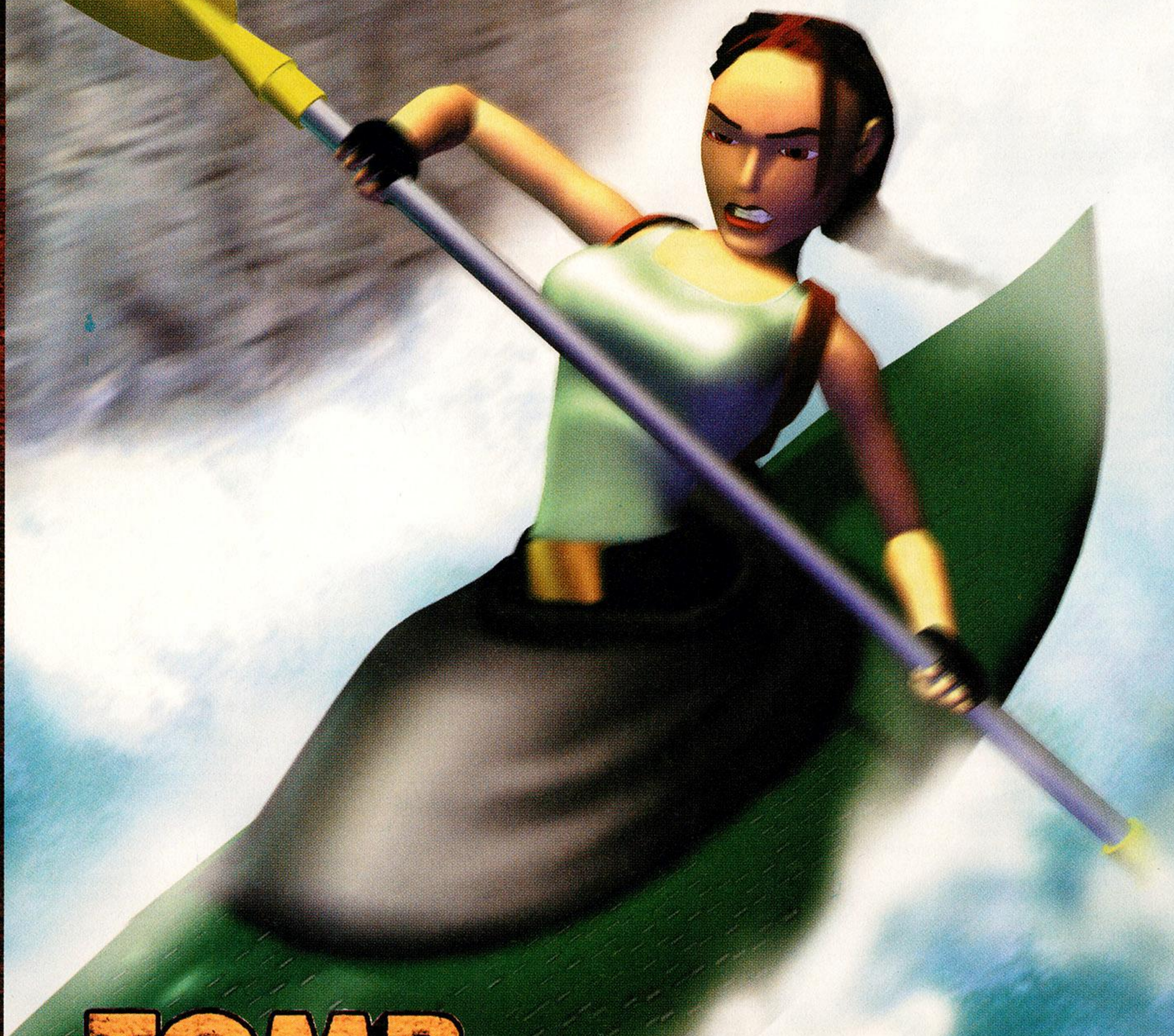
• If you seriously found every one of these guys, you're nuts!

Spoilers!

OK—you just worked your @ss off to get all 300 Mudokons, right? Now you wanna know if the ending is gonna be as cool as it should be, right? Well, not to scare you off or anything, but the best ending is nothing to write home about. Oh well, there's always next time...

- Ending #1: Save 150 Mudokons or less
- Ending #2: Save 151-299 Mudokons
- Ending #3: Save all 300 Mudokons





TOMB RAIDER

ADVENTURES OF
LARA CROFT

III

You have to see it to believe it: huge, ultra-realistic levels; new weapons and vehicles; new tomb-raiding moves and plenty of enemies to kill. A cool conclusion to the trilogy and a good starting point for the next Tomb Raider engine.

Howard Grossman – Editor in Chief

First Part Walk-through



XG Strategy
by Benjamin Durbin

Writing this with the bulk of this strategy behind me, I'm pleased (and a bit surprised) to say I'm still a Tomb Raider fan. The original Tomb Raider was solely responsible for my purchase of the PlayStation, and although the engine is getting a little long in the tooth, this installment hasn't let me down.

The levels are huge and complex, far less linear, and much more difficult. While you're wandering around looking for solutions, you're bound to notice the improvements in the graphics, and how much more realistic the game feels. The triangular polygons and the light sources bring the levels to life—and if the occasional enemy appears out of nowhere and shatters your suspension of disbelief, the scenery will draw you right in again. The Aldwych level is probably my favorite for realism—the dirty, gritty feel of the London Underground is perfectly captured.

Of course, there is still room for improvement—the controls are still annoying as hell. Mastering Tomb Raider is not so much a matter of puzzling out the levels as it is conquering the awkward controls: jumping, cornering, pulling switches and picking things up. (Little tip for the level designers: Reconsider any “puzzle” that spotlights the flaws in the controls—the Aldwych Safe Deposit area springs to mind.) This is nothing new to Tomb Raider detractors—the controls have long been a point of contention—but if the next installment shows the same level of improvement as Tomb Raider 3, it will be worth the wait.

Special thanks: Gary Keith and Mike Schmitt at Eidos; Jo-El, Tim, Mike Vallas and Mad Dog for their generous help; and to Lara: All the time we've spent together and no complaints.

Database

time to complete 50-80 hours
challenge hard
best weapon Desert Eagle
hardest level Aldwych
coolest level Crash Site

system PlayStation
publisher Eidos
developer Core

Introduction Getting Started

Save Game Management

The first Tomb Raider allowed saves at only specified intervals; this was deemed too difficult. Tomb Raider II allowed unlimited saves, and this was considered too easy. TR3 has reached an excellent compromise: You may save your game wherever you like, but each save requires a Save Game Crystal. You can collect additional Save Crystals as you progress through the game.

Managing your Save Crystals is an important

aspect of the game, and for the most part, left to your discretion. You will generally find Save Crystals immediately after you clear a difficult area. When you see a Save Crystal, consider what you have just accomplished and whether it would be wise to save your game.

In certain circumstances we will advise saving your game. Heed this advice, as only the most difficult “instant death” encounters will earn this distinction.

Medi-Pack Management

Perhaps more important than Save Game management is medi-pack management. Try to stay as close to full health as possible. Certain deathtraps and long

falls are designed to cost you almost all of your health bar, without killing you.

One additional factor to consider is poison. When poisoned, your health bar will flash yellow, and you continue to lose health. Using a medi-pack of any kind will cure the poison, but make sure you kill all poisonous creatures in the area before you use a medi-pack. There is no sense healing the poison only to be infected again right away.



Weapon/Ammo Management

Throughout the game you will find bigger and better weapons. Resist the temptation to automatically switch to your nastiest guns. Your standard pistols never run out of ammo and are adequate for most of the enemies you will encounter. If you can find a safe place to shoot at your opponent without taking any damage yourself, it would be foolish to waste ammo with a bigger gun. Snipe from a safe distance whenever possible.

Standard Pistols



Damage: Average
Rate of Fire: Good

Shotgun



Damage: Good
Rate of Fire: Average
Find In: Jungle

MP5



Damage: Good
Rate of Fire: Excellent
Find In: Crash Site

Uzis



Damage: Average
Rate of Fire: Excellent
Find In: Nevada Desert

Desert Eagle



Damage: Excellent
Rate of Fire: Good
Find In: Puna Temple

Rocket Launcher



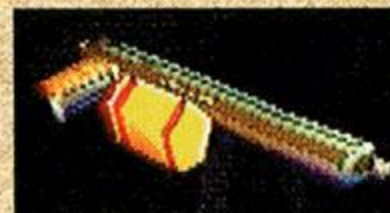
Damage: Excellent
Rate of Fire: Poor
Find In: Lud's Gate

Grenade Launcher



Damage: Excellent
Rate of Fire: Poor
Find In: Area 51

Harpoon Gun



Damage: Poor
Rate of Fire: Poor
Find In: Coastal Village

CODES

To perform these codes, you must be in the game in “normal” mode—standing, no guns drawn, etc. If the code is successful, a sound will play.

Health Refill

R2 R2 L2 L2 L2 L2 L2
L2 L2 R2 L2 L2 R2 L2 L2 L2

All Weapons

L2 R2 R2 L2 L2 L2 R2 R2 R2 R2
R2 L2 R2 L2 R2

Level Skip

L2 R2 L2 R2 R2 L2 R2 L2 L2 L2
R2 L2 R2 R2 L2

All Secrets

L2 L2 L2 L2 L2 L2 L2 L2
L2 R2 L2 R2 L2 L2 L2 L2

Race Key (Lara's House)

R2 L2 L2 L2 L2 L2 L2 L2
R2 L2 L2 L2 L2 L2 L2

USING LARA'S MAPS

In the follow pages you'll find maps for the first 12 levels of the game—we'll cover the rest next month. The maps have been prepared with the following conventions:

● **Color:** Whenever possible, areas on the map are shaded with the predominant color you will see in the game.

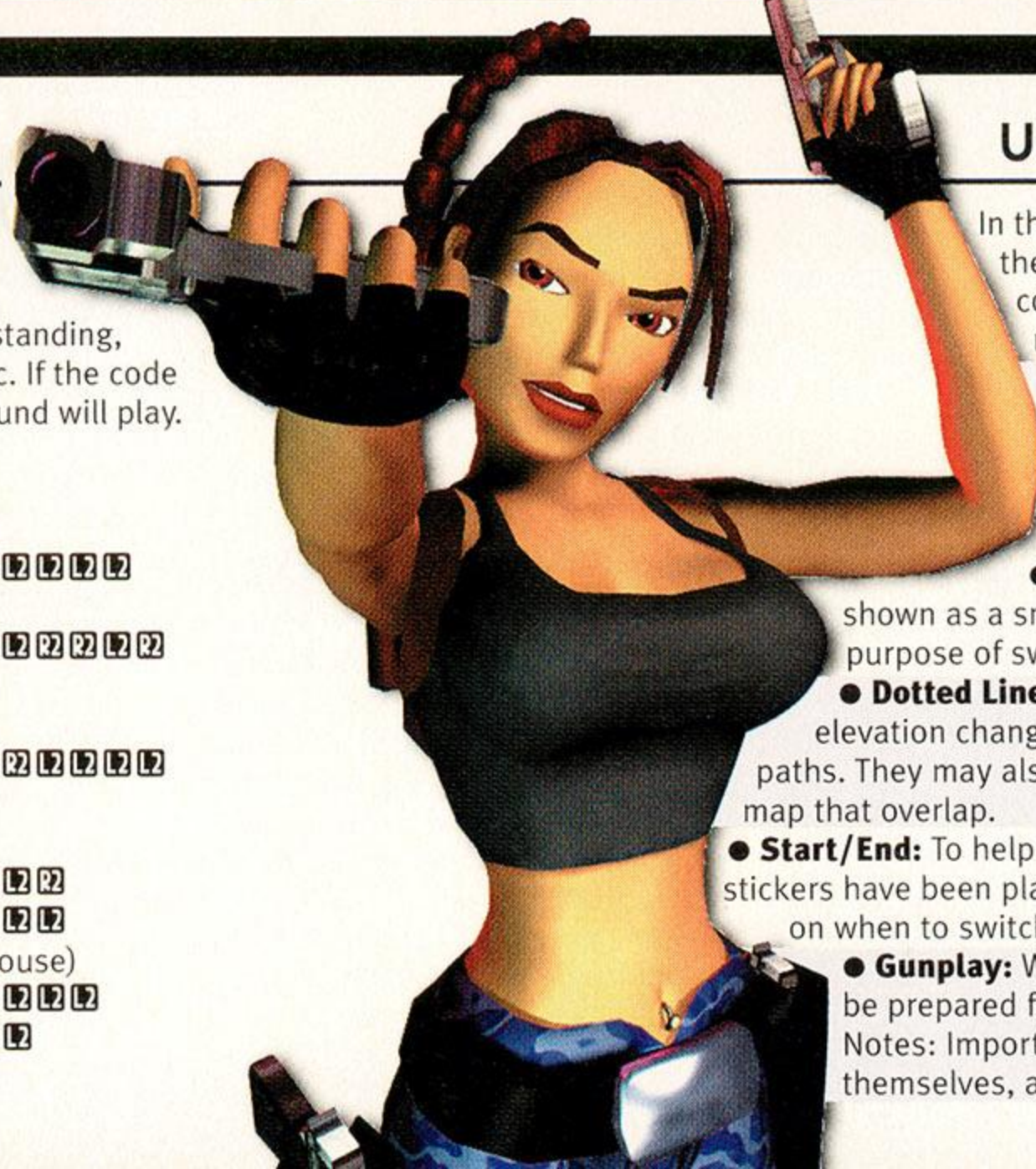
● **Switches:** Switches are always shown as a small “T” projecting from the wall. The purpose of switches will be outlined in the text.

● **Dotted Lines:** Dotted lines are used to show elevation changes, crawlspaces or hand-over-hand paths. They may also be used to show areas of the map that overlap.

● **Start/End:** To help you orient the maps, start and end stickers have been placed. Refer to the text for information on when to switch maps.

● **Gunplay:** Where a gunplay symbol is indicated, be prepared for an enemy attack.

Notes: Important items will be marked on the maps themselves, as well as referenced in the text.



Mission 1

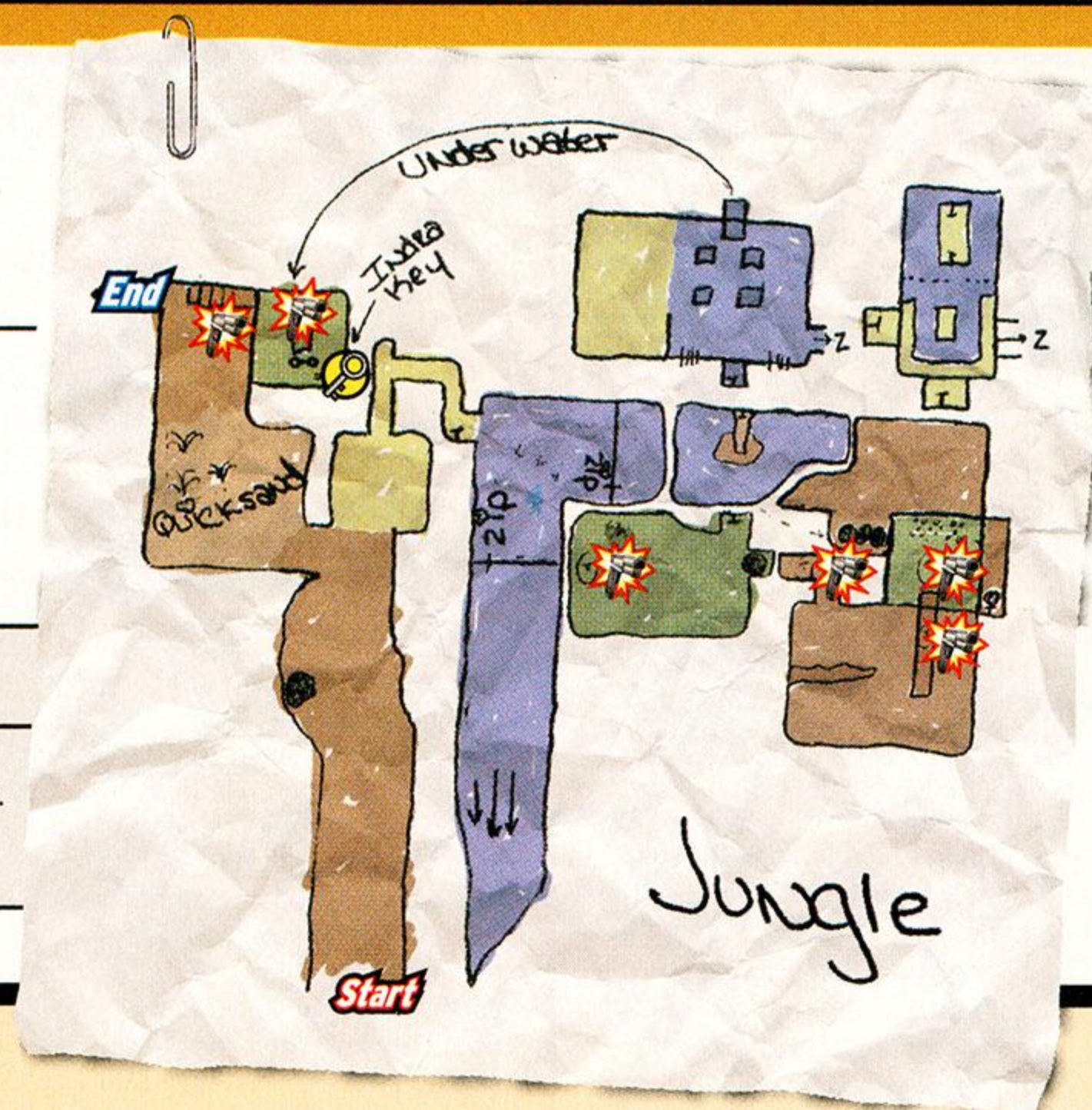
The Jungle

Overview

Your main objective here is to find the Indra key and enter the Temple Ruins. Problem is, recent mudslides have blocked access to the main door to the temple, so you must find a "back way" in. And, of course, somewhere along the line you need to find that key.

Item Checklist

Item Name	What it Does	Where it Is
Indra Key	● Opens exit gate	● On the green ledge above the steps leading to the exit.



Jungle Notes

1

Entering the Ruins

● **First things first.** Turn right and hop up the green hill, then slide down a little bit. Turn left again and look across the dirt slope at the small triangular patch of leaves. Hop across and duck under the leaves; grab the shotgun.

● **Now you can slide down the slope,** being careful to jump over the spikes. If you keep to the left you can find a secret, but the right-hand side is safer. Once down, keep going straight ahead and drop down into the little courtyard. Head straight across

through the narrow opening and throw the switch at the end of the path. Turn around and go back to the courtyard.

● **Climb up and enter the open gate behind the big tree.** Once inside, pull the switch there, then quickly turn

around and jump up to the alcove to avoid the spiked wall. When the wall is past, drop down and head into the darkness. Climb up at the end and use the zip line to cross the piranha-infested river.

2

The Overgrown Ruins

● **After you drop off the zip line,** climb up on the stump and jump straight across, falling down the hole into the jungle. Be ready to tackle the tiger here; look for high ground where you can snipe it with your pistols. Head over to your left and find the split tree trunks. Pull the switch inside and quickly run to your left to avoid the boulder rolling toward you. Now

head up the path to the top of the

hill. Pull the switch in the alcove to open the gate into the next section.

● **In the next section** there are two tigers you must dispatch before you can safely proceed. Head into the jungle (avoiding the hole in the ground) and crawl under the fallen tree. Run around to the base of the tree and climb up, dispatching the tiger that attacks as you cross the tree. Jump off the end of the fallen tree and move forward past the screens on the wall.

● **Carefully walk through the spikes** and make your way to the top of this

rocky area. Kill any monkeys you see. Climb over the rock and enter the small hallway here. Pull the switch at the end and run back to the ledge (watch out for the boulder that will chase you out of this hallway). Make your way back to the floor and kill the tiger that is waiting for you. Now you can exit through the black gates into the jungle again.

● **Proceed very carefully through the jungle.** When you reach the patch of dirt in the center, watch out for falling boulders! There will be three of



From the spikes you can see the ledge you need to reach.

them before it is safe to go to the pond.

3

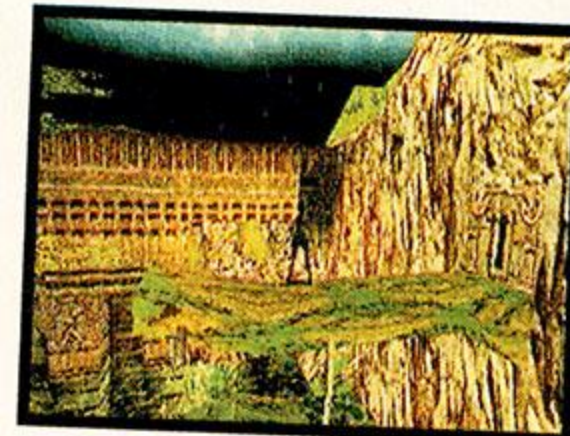
The Flooded Areas

● **Once at the pond,** hop onto the rock in the center. The easiest way to proceed from here is to dive into the water and swim through the tunnel into the pump-house.

● **Once in the pump-house,** let the current carry you into the lower section. Climb out of the water and up to the block on the upper wall. Pull this block out to open the door behind you. Pull the switch at the back of that small room to open a gate into the

second half of the pump-house. Drop through that gate and pull yourself up onto the walkway. Pull both switches; the first switch will turn off the current and the second switch opens the door at the back of the first pump-house.

● **Move to that small room** and pull that switch; this will flood the next area so you can reach the top of the waterfalls there. Leave the pump-house through the fiery doorway and enter the waterfall area.



The tree branch gives a good view of the hidden gate.

4

The Waterfalls

● **Swim along the waterfalls** and pull yourself out at the far end. Walk to the end of the hall and climb the ladder. Walk back out to the waterfalls and make your way to the top. Pass through the waterfalls and pull the switch there.

● **This will open the grate on the other end of the waterfall area.** Jump into the water and swim through that grate—a long swim—until you come up in the final area.

5

Leaving the Jungle

● **Pull yourself out of the water** and kill the tiger here. Climb the ladder and grab the Indra Key right in front of you. Turn around and head out onto the ledge; you can see steps (and a tiger) below you.

● **Drop down, kill the tiger,** then jump across to the right-hand side of the gateway. Use the key, then wade through the muck past the open gate.

Mission 2

Temple Ruins

Find your way into the temple, penetrate to the deepest levels, and recover the artifact—if it is still there.

Item Checklist

Item Name	What It Does	Where It Is
Keys of Ganesha	<ul style="list-style-type: none"> Opens various gates through the temple; there are five keys 	<ul style="list-style-type: none"> The first two in the first and second key complexes; final three in the last section of the temple

Overview

1

Over the River

- **Watch out for cobras here.** Jump in the river, or find the switch that opens the grate, but either way you want to enter area a. Crawl around to the river bank. Wait for the piranha to move to the other end of the river, then jump in and over to the muddy bank on the opposite side.
- **Pull the lever to open the gate.** Being very careful of piranha, swim

through to area b. Jump up the dirt-slide to the balconies, then return to the ledge in area c. Jump across to the tree branch, then turn around and jump across onto the white gravel. Climb up the back wall and enter the crawlspace. Get past the cobras onto the slope. Keep to the right of the slope to avoid the boulder trap, and slide into the Temple.

2

The Main Gate

- **Once in the creepy temple (area d)** push or pull the block out of your way so you can crawl into area e. The statue will come to life and try to kill you. Kill it by sticking close to it or running behind it, or you can just

avoid it by climbing onto the ledge at the back of the room.

- **You'll also see two levers here;** pull them both. Drop down the grate by the first door and pull the lever inside to open the door above (don't

miss the secret area down here if you are interested...). Climb up and go through the door above.

3

The First Key

- **Walk out into the quicksand** and keep going until you reach the opposite side. Climb out of the quicksand and jump up the mudslide; turn and jump to the passage above.
- **The next obstacle is a killer deathtrap,** so you might want to heal up and save. Pull the switch at the end of the hall to open the gate. Line up in the middle of the hall, jump over the sweeping blades and sprint through the middle of the spikes. Walk on to area f.

- **Pull the switch on the center area to open the gate above,** then pull the block out so you can jump up and reach it. Drop through the open gate into the water and pull the switch to open the gate. Swim through into the T-section and pull both switches at the end. Head back about halfway and swim up, emerging in area g. Jump into the pool here and pull the switches on the sides, revealing two invisible blocks. Use them to reach the ledge with the lever. Pull the lever

then quickly enter the door into area h. This is a tricky deathtrap. Pull the lever then sprint back to the open gates. Pick up the key on the floor then squeeze back out the side gate. You will notice this area has started to collapse. Cross the muddy pool on the left-hand side to avoid falling debris. Jump up the muddy slope to the

passage on your right. Avoid the boulder trap on the first set of stairs. At the T-section, go right. Move on to area i and climb down into area e.

4

The Second Key

- **Once back in area e move through the left-hand gate.** The second key is behind the grate in the empty pool; you must fill the pool before you can pull the lever that opens that gate.

- **Continue on into area j.** Swim across the pool and pull the lever to open the gate.
- **Swim through into area k.** Climb up on the rocks and make your way up and around to the ledge with the

cobra. From there you can leap over to the ledge in area l. Jump back off the ledge and hang on to let the boulder trap roll over you. Cross the spiked pit and head to the northeast corner.

- **Move the blocks there out of your way so you can pull the lever.** This will fill the pool back in area j. Return there and retrieve the key, then head back to the main gate at area e.

5

Into the Temple

- **Use the two keys on the main gate.** Leap up onto the opposite wall and climb quickly to avoid the spiked ceiling trap.
- **Once in area m, pull the block out** so you can reach the upper balcony. Pull the two switches on either

side of the gate. Drop down and avoid the boulders.

- **In area n you must fight two animated statues.** After you kill the statues, grab the swords and place them into the empty hands of the third statue. The gate will open.

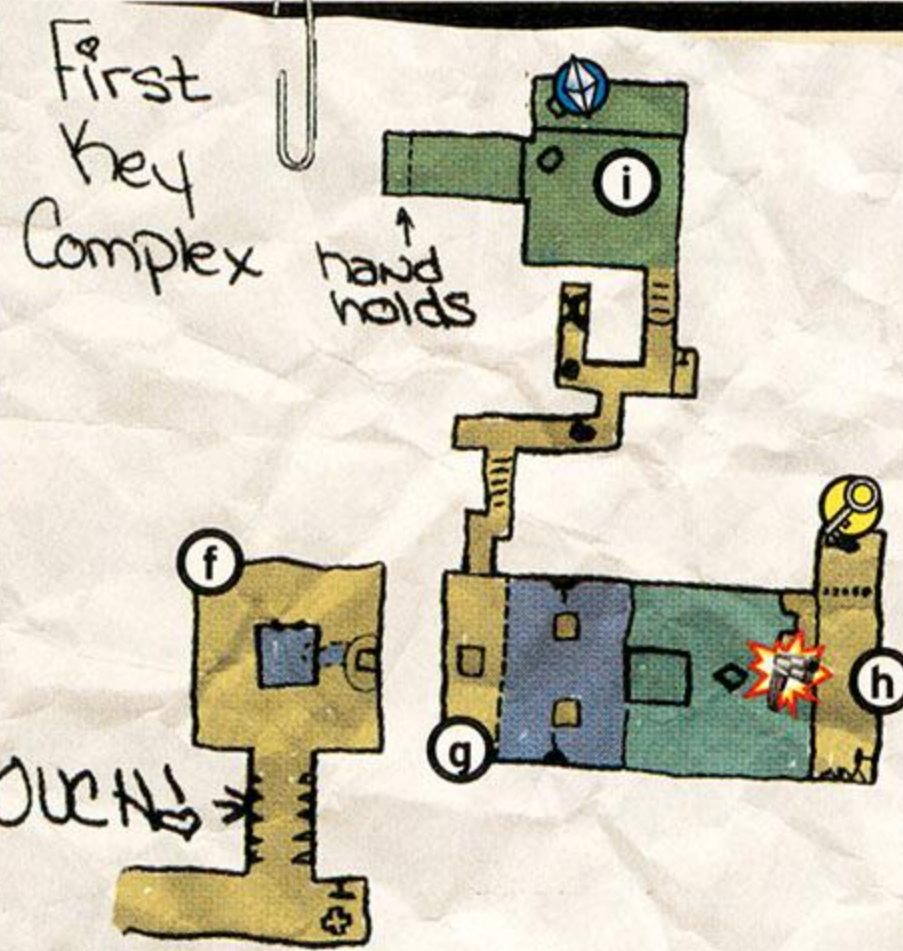
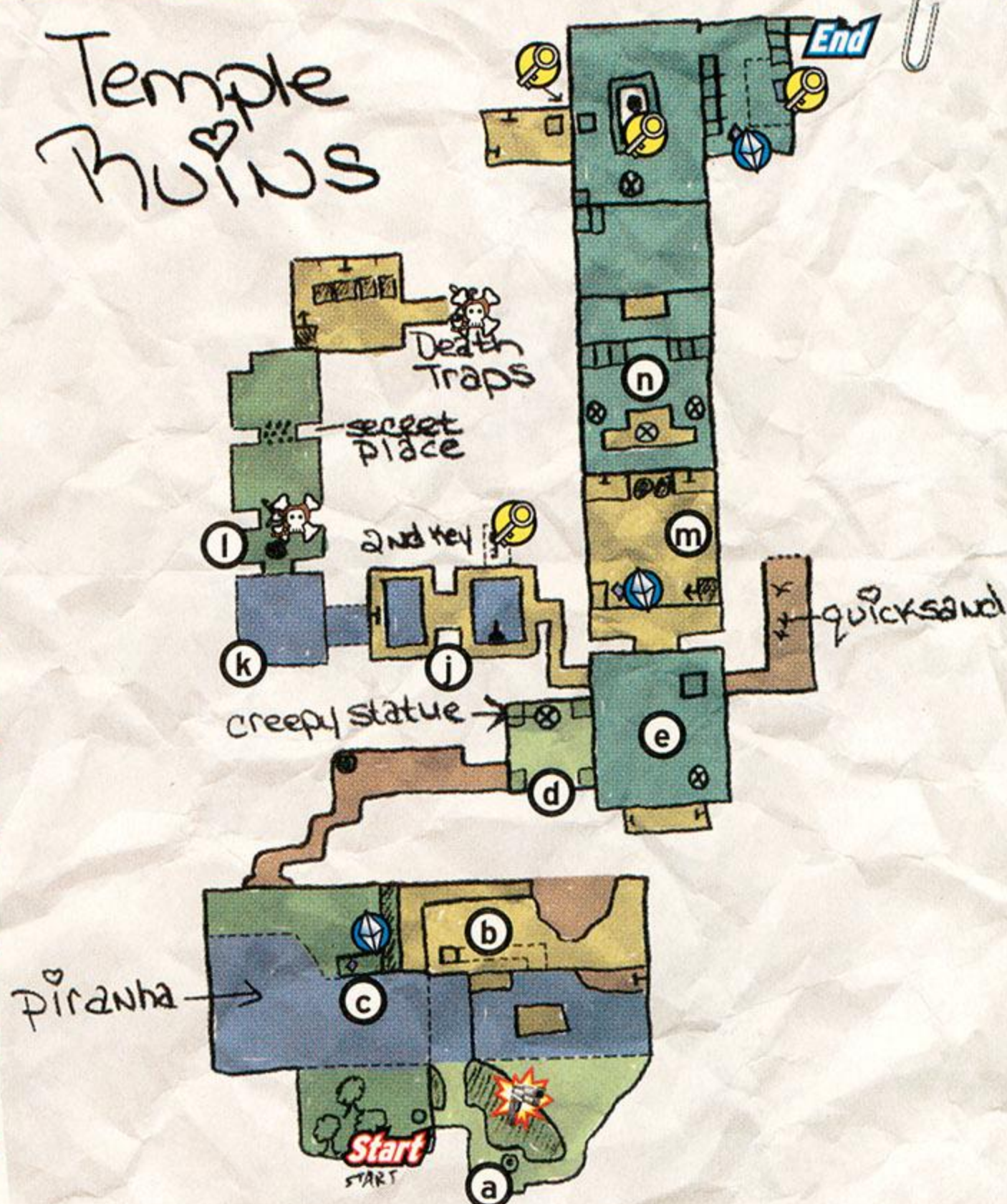
6

Final Conflict

- **You need to find three keys to escape this area.** Grab the key on the center platform. The next key is in the side room. Run straight for the opposite wall. Pull both levers then drop down the open grate. Grab the key and climb back up.

- **The third key is in a pool in the next area.** Kick hard for either side or the current will carry you into the spikes. Pull the switch, then cross over. Pull the second lever to stop the current. Retrieve the last key, then use the three keys to exit the level.

Temple Ruins



Temple Notes

Mission 3

River Ganges

Using the ATV, you must pursue the villain down the river. The river is wide, the current is swift, the piranha are hungry...

Overview

Item Checklist

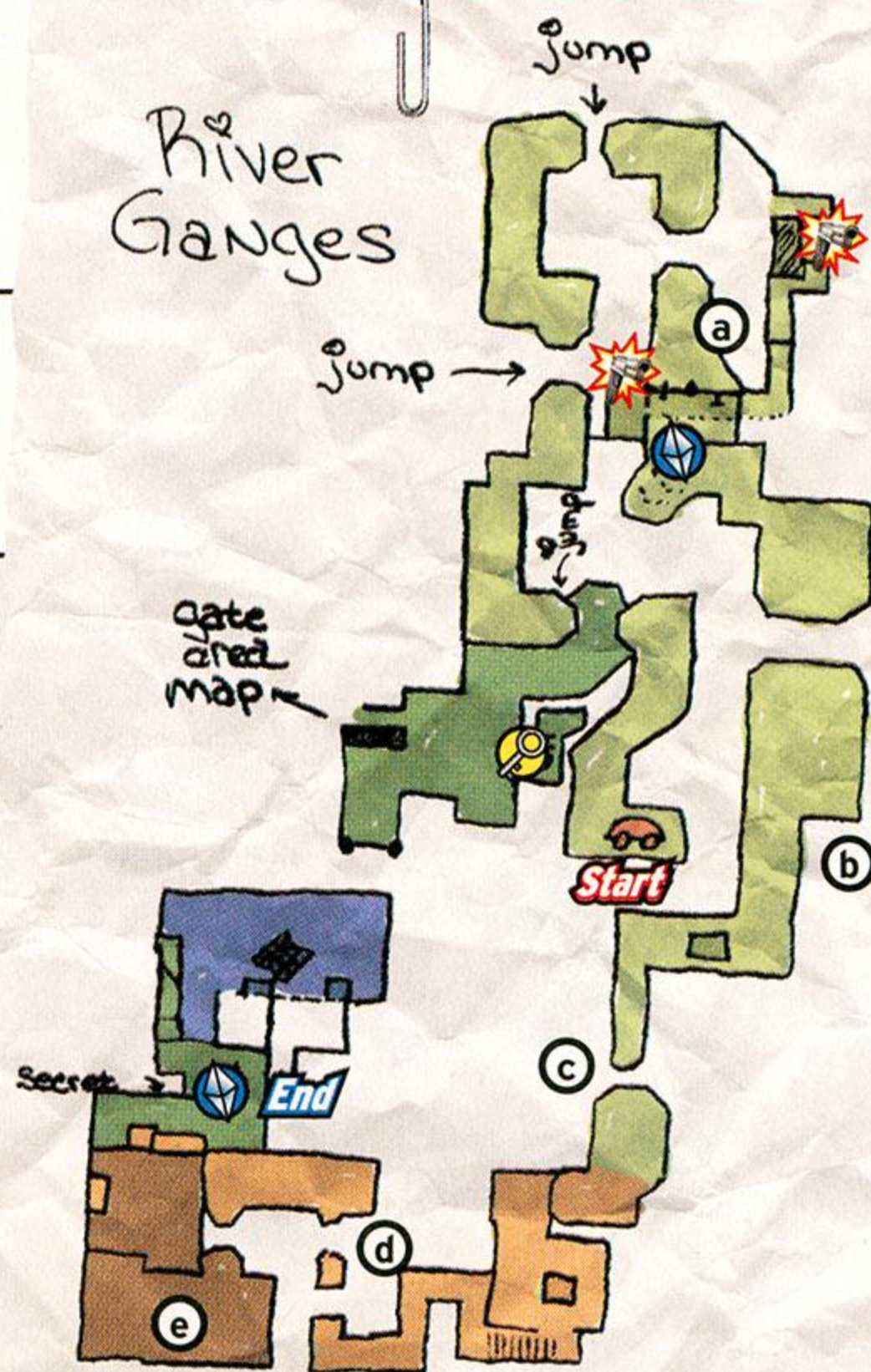
Item Name	What It Does	Where It Is
1st Gate Key	• Unlocks 1st lock	• In small cubbyhole with a cobra, right by the gate.
2nd Gate Key	• Unlocks 2nd lock	• Above the fiery statues in the gate area complex

1

Learning the ATV

● **Hop on the ATV:** stand to the side, push toward it, and press \times . To dismount, come to a stop, hold \odot and push to the side. Once on the ATV, use \times to

move forward, \ominus to move backward. To rev up the engine, come to a complete stop, hold \square , and hold down \times . When you are ready to roll, release \square .



River Notes



2

The First Gate

● **Climb aboard the ATV** and make all the jumps as you climb up to area a. To make the last jump, you will need to rev up before the ramp.

● **Leave the ATV parked at the locked gate.** Jump from the side of the previous ramp over to the small opening across the gap. Carefully

make your way through here (watch out for the cobras) and flip the switch that will open the gate.

● **Now step through and mount the ATV again.** Carefully drive down the ramp and make a choice: the high road (actually a little easier) or the low road.

3

The High Road

● **The tricky jumps are at area b** (stick to the right-hand wall), area c (maneuver slow and straight onto the narrow bridge), and area d (rev up and make this "double jump" without stopping).

● **Once you get the ATV to area e** you can dismount and go the rest of

the way on foot.

● **Once you dive into the water by the wrecked raft,** swim behind the waterfall and enter the Caves of Kaliya.

3

The Low Road (Alternate Path)

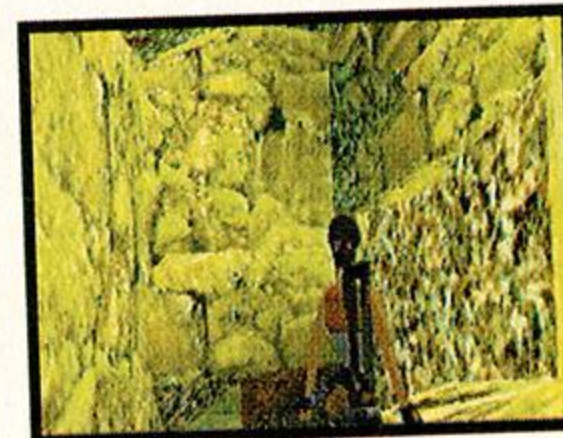
● **Taking the ATV down the lower path, you will first need to jump the river.** Once across, drive up until you reach the locked gate. Dismount and begin your search for the two gate keys.

● **The first key** is nearby, nestled in a small cranny and guarded by a cobra.

● **To find the second key,** refer to the gate area map. Climb through the narrow opening into the lock area. Make your way to the upper-right

corner and climb up into the jungle. Stepping across to the blocks on your left, climb up and jump over to the tree branch. From here, jump across the gap in the wall. Keeping to the branches, jump into the opening to the upper floor. There are lots of angry monkeys here; be sure to kill them all. Staying upstairs, run around to the end of this area and grab the second key.

● **Return to the hole in the floor and drop down into the lower section.** Head over to the switch and open the small gate. Return to the locks and use the two keys to open the large gate. Take the ATV through and carefully maneuver to the ramp so that you can jump over the quicksand. Drive the ATV through this area and jump over the river. Refer to the main map (by the Save Crystal) and proceed on foot to the end of the level as described above.



You can see the openings to both gate keys from here.



Take the ATV across first then jump to the side door.

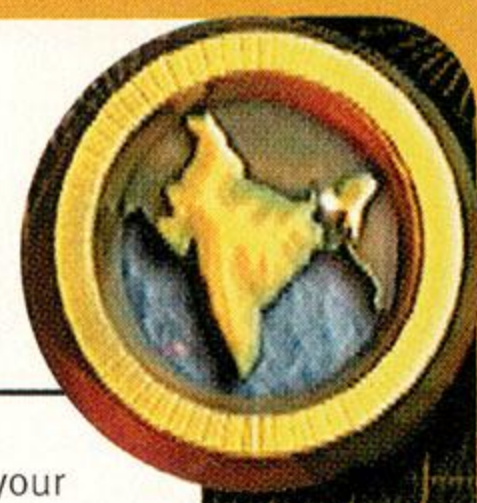


Line up carefully and drive quickly onto the bridge.

Mission 4

Caves of Kaliya

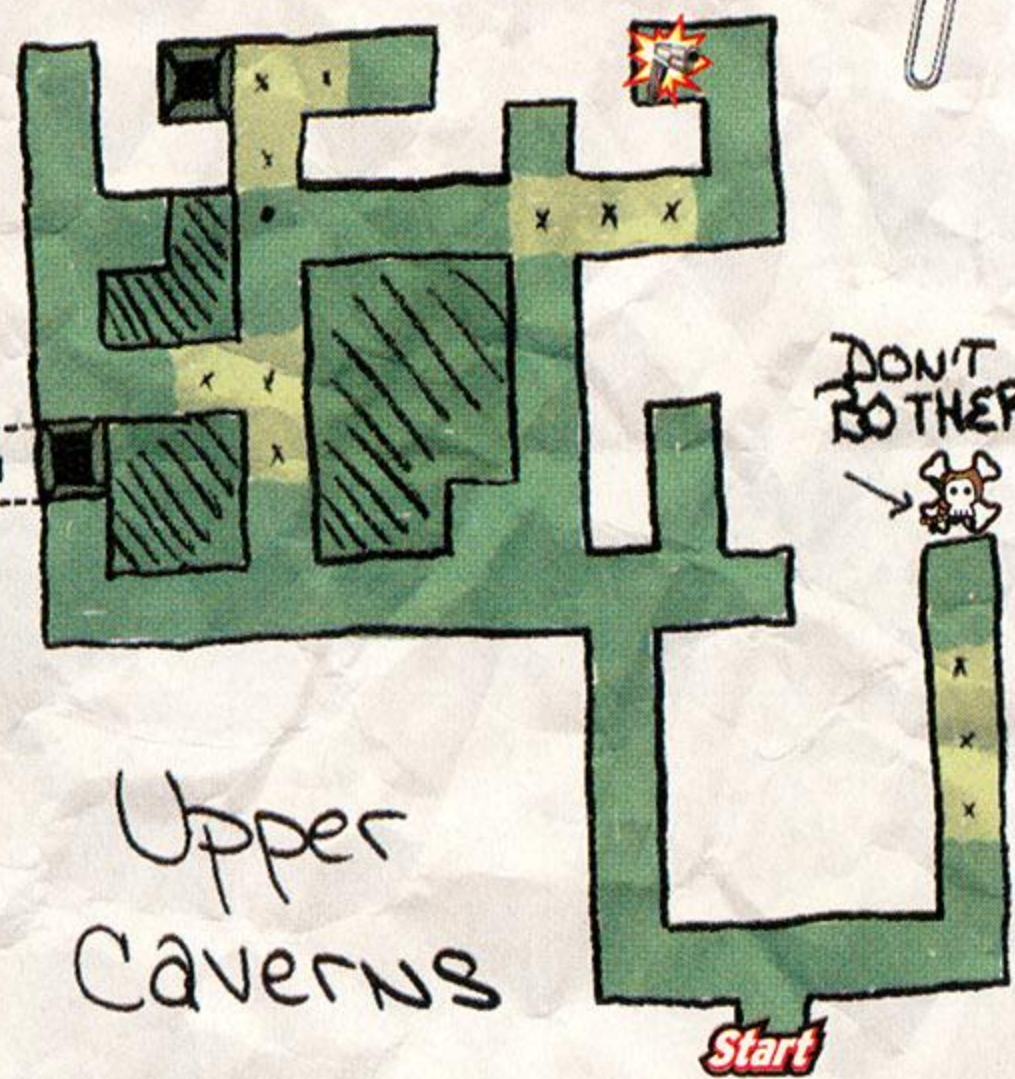
A very straightforward level, requiring you to simply find your way through the labyrinthine caves to recover the artifact at the bottom.



Overview

Item Checklist

Item Name	What it Does	Where it Is
Infada Stone	• First artifact; ends level	• Pick it up after destroying the end-Boss



Upper Caverns

1

A Choice of Paths

• **Stepping out into the hall, you are immediately given a choice of paths:** left or right. The right-hand path is much more tricky: two boulder

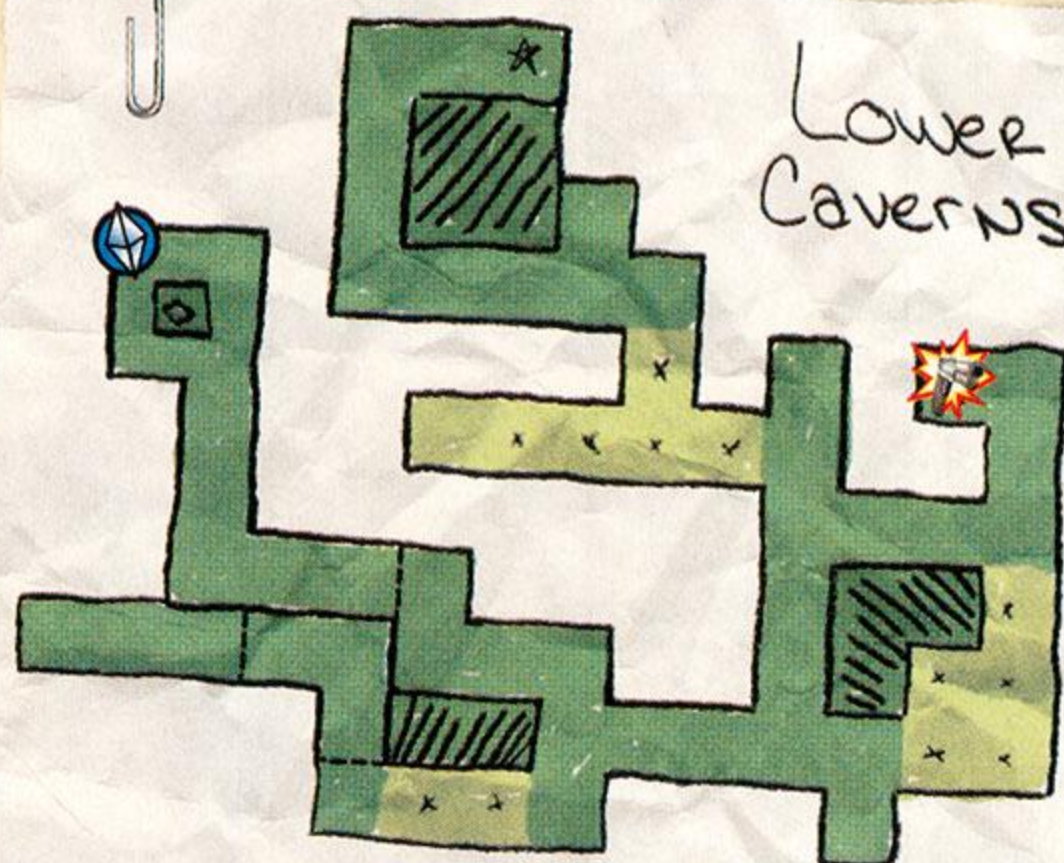
death traps, shifting walls and so forth. Notice there are no secrets on this level. Without a doubt, the right-hand path is not worth the trouble.

2

The Left Hand Path

• **Finding your way through this area could not be easier.** Head left and follow the map. Your first goal is to reach the "pit" where you can drop down onto the lower level map.

• **Once in the lower caverns,** head to the room with the Save Crystal. Before you drop down the hole in this dark room, you should definitely save your game. Lower down slowly and draw your guns.



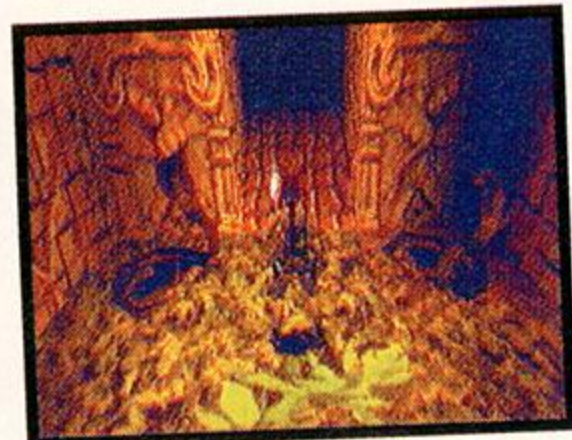
Lower Caverns

3

A Familiar Scene

• **The room is pitch black but you'll soon hear the hissing of cobras.** Finish them off before you move an inch. As soon as you step into the second half of this room, there will be more cobras to kill as well as a boulder rolling after you. You can avoid the boulder with a side-jump but this will, of course, land you right in the middle of the cobras.

• **Once you have everything sorted out,** you'll probably want to use a medi-pack to heal up and stop the poison before continuing.



Lower yourself down and don't move—or they strike!



Pay no heed to the domes of fire; they can't harm you.

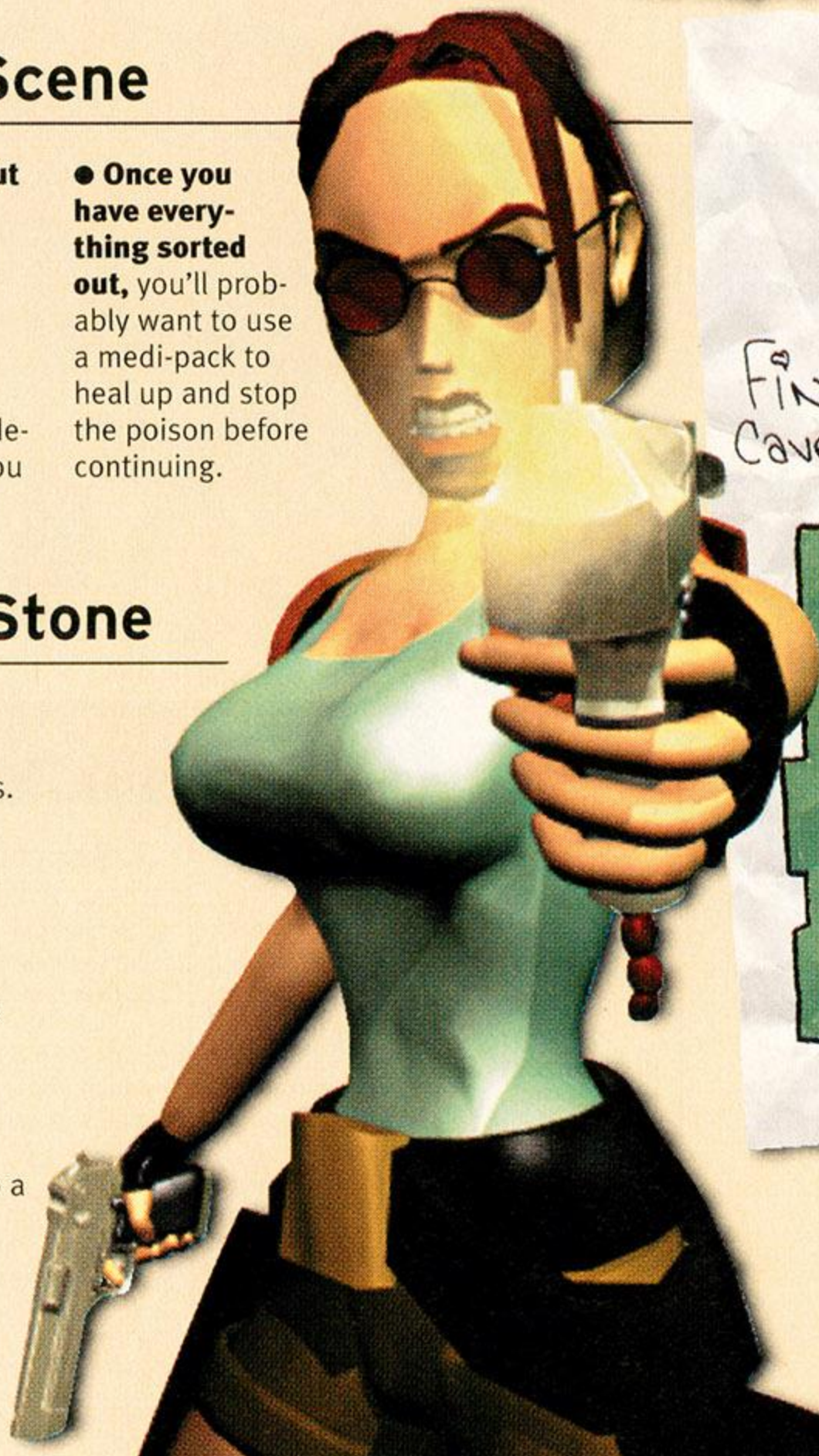
3

The Infada Stone

• **Continue down the hall and slide into the room with the final Boss.** He has two attack forms. First, he will project a dome of fire that won't not harm you but can push you back a bit—possibly into the deadly lake of fire. His second attack is a much greater threat—hurling bolts of fire that will kill you quickly if you ignite.

• **Your best defense is a strong offense.** The Boss does not seem able to mount an effective attack if you stand your ground and keep up a heavy rate of fire, and he does not take too much to kill. Once he is dead, carefully hop over and retrieve the artifact.

• **Get out your pistols and start shooting as you slide down the slope.** Once you hit the floor, step over to one side or the other so you have room to side-flip back and forth. When you see the Boss' flamebursts arcing in, just side-flip to the other side of the platform and keep firing.




Cavern Notes

Warning! Spoilers Below!

Secret Area Location Chart

The notes below describe the secrets in the order you should encounter them as you complete the level. Note that some secrets require alternate paths.

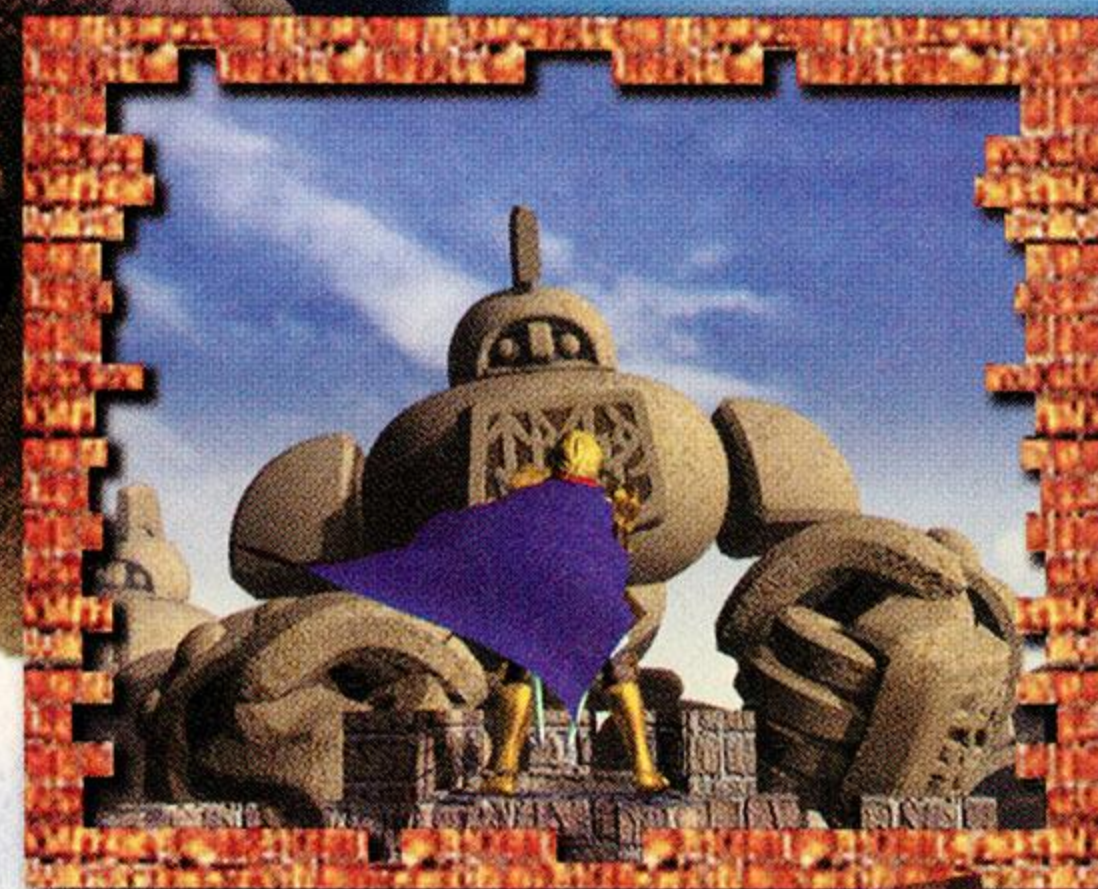
Caves of Kaliya	Temple Ruins	River Ganges	Coastal Village	Crash Site	Madubu Gorge	Temple of Puna	Thames Wharf	Aldwych Station
6 Secrets	4 Secrets	4 Secrets	3 Secrets	3 Secrets	3 Secrets	1 Secret	5 Secrets	5 Secrets
<p>1 As soon as you start to the left and down the slope slightly.</p> <p>2 In trees past left-hand side of slope after boulder rolls down.</p> <p>3 Waterfalls to the left at the bottom of the big mudslide.</p> <p>4 Inside fallen tree where tiger runs down; end by spike room is hollow.</p> <p>5 Nest area after hollow tree secret in long passage with lever and boulder; crawl-space by lever.</p> <p>6 Top of hill in bushes where the three boulders roll down; lower down slowly in left corner.</p>	<p>1 In first room with living statue, push block inside small hole with door lever.</p> <p>2 In ceiling of room after the sword and spike trap (push the block over to reach it).</p> <p>3 In room with invisible platforms, third lever controls the gate across the pool. Must have completed secret #2.</p> <p>4 At the very top of room where debris falls on you, climb down into the spikes on the right-hand side into crawl-space.</p>	<p>1 Down second pit on level.</p> <p>2 Hard route: to the right of the long rock; reach it using the ATV.</p> <p>3 Big jump over chasm near the end of the level.</p> <p>4 Near end of level halfway down on big drop into water, jump and shimmy into hole.</p>	<p>1 In the corner of the first beach area on top of the rocks.</p> <p>2 Easy route: on bridge across the top of quicksand (after Smuggler's Cave).</p> <p>3 Next to Serpent Stone on branch.</p>	<p>1 Lily pad in the top corner of quicksand (shown on quicksand map).</p> <p>2 Up in the trees on upper ledge (the raptor hunting area) in the T-Rex lair.</p> <p>3 Top of tree with hanging Raptor carcass.</p>	<p>1 Hidden behind second waterfall (alternate, difficult path).</p> <p>2 Backflip off pointy slope to enter hut on cliff.</p> <p>4 Jump behind waterfall after handholds from plug room and before handholds to T-junction.</p>	<p>1 After escaping the huge boulder trap, back up the long flight of stairs a second time; jump across to opposite wall and grab hidden crack there.</p>	<p>1 Jump over sloping roof at start, follow down past crane and barbed wire into small room.</p> <p>2 Jump and grab ledge by green door wall texture and shimmy to the right through an invisible crack.</p> <p>3 Jump over flue chimney, grab and pull up, drop off to left.</p> <p>4 In cathedral roof dome, push block as far as it will go, climb onto slidey slope. Running jump over slidey slope.</p> <p>5 Left of level exit there is a gap in the fence; climb down here, drop down and crawl.</p>	<p>1 Second ledge in drill room, shimmy to right before dropping, drop, jump and twist, grab, drop, drop, and grab.</p> <p>2 Run down escalator to left-hand platform, shoot the tile in the wall at the end.</p> <p>3 Use the Ornate Star found behind the curtain in the Masonic Temple in ticket booth just past turnstile.</p> <p>4 Above the button used to open the trapdoor in the train.</p> <p>5 Do not kill the bad guy at the very end of the level; he will open a door that eventually leads to the secret area.</p>
Lud's Gate	The City	Nevada Desert				RX-Tech Mines	Lost City of Tinnos	All Hallow's Eve
6 Secrets	1 Secret	3 Secrets				3 Secrets	3 Secrets	0 Secrets
<p>1 After the spike trap room, drop onto small ledge hang, drop and shimmy to other side, climb up.</p> <p>2 Backflip, spin and grab off mesh to small hole.</p> <p>3 Jump from very top of Sphinx over to ledges.</p> <p>4 Top of stair past Sphinx exhibit, stand on ledge and turn around to see blue glowing crawl-space.</p> <p>5 Corner of the flooded warehouse, underwater, look for crawlspaces.</p> <p>6 In warehouse, press switches around the room, then hide from guard and diver and steal the minisub.</p>	<p>1 Drop backward off platforms across from ramp platform; look for a second ledge just below you.</p>	<p>1 By first push block and barbed wire (lower down carefully on right-hand side).</p> <p>2 Down climbable wall over ravine.</p> <p>3 Crawl under hole by water wheel.</p>	High Sec. Compound	Area 51	Antarctica	<p>1 Shimmy right from hole in crow-bar room to open door by control hut in main cart room.</p> <p>2 Pick up in main cart room; hole in the wall behind control hut.</p> <p>3 Down chasm near the end of the level by the bridge and hangar.</p>	<p>1 Use lever in earth puzzle room to drop block in room, which splits into two routes.</p> <p>2 On invisible platforms in the first bridge hole where the fireflies come from.</p> <p>3 Timed door opened in big platform room underneath second bridge.</p>	<p>No secrets, but plenty of free goodies everywhere! Unfortunately they are all located in hard to reach places. Trick or treat?</p>
			2 Secrets	3 Secrets	3 Secrets			
			<p>1 Behind one of the pushable blocks at the start, in cell.</p> <p>2 Get guns. Go back to guy with his back to you. Kill him, get pass, go down a bit and use the pass.</p>	<p>1 Behind mesh; kill guard before he presses switch.</p> <p>2 Missile room by animated crane; shoot the mesh.</p> <p>3 Same room as UFO. Hole in wall with ladder, leads to tank with Orcas.</p>	<p>1 Icy bridge over water by the hut nearest to the start.</p> <p>2 Hole in wall after boat acquired; climb up then slide down slope, jump, and grab.</p> <p>3 After gate, key in water underneath rock; open the little hut near the start.</p>			

From the publishers who brought you
Kartia, Persona, Ogre Battle and Tactics Ogre.

BRIGANDINE™

The Legend of Forsena

- ✕ Use over 50 monsters to aid you in your quest to unify the continent!
- ✕ 3D polygonal fight scenes enhance your perception of reality!
- ✕ Engage in massive battles to alter the course of your country's destiny!
- ✕ Enjoy over 50 hours of gameplay with each of the five characters!



ATLUS®



www.atlus.com

©1998 Atlus. Atlus is a registered trademark of Atlus Co., Ltd. Published by Atlus Co., Ltd. ©1998 HEARTY ROBIN Co., Ltd. All rights reserved. Character Design ©1998 Yukitoshi Houtani, ©1998 Youji Kurachi. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.

Mission 5

Coastal Village

You are following a rival expedition to the South Pacific area—and they have met with disaster. One of their crew members is held prisoner by the cannibals. You must find him, free him, and find some clue to the rest of his expedition.

Overview

Item Checklist

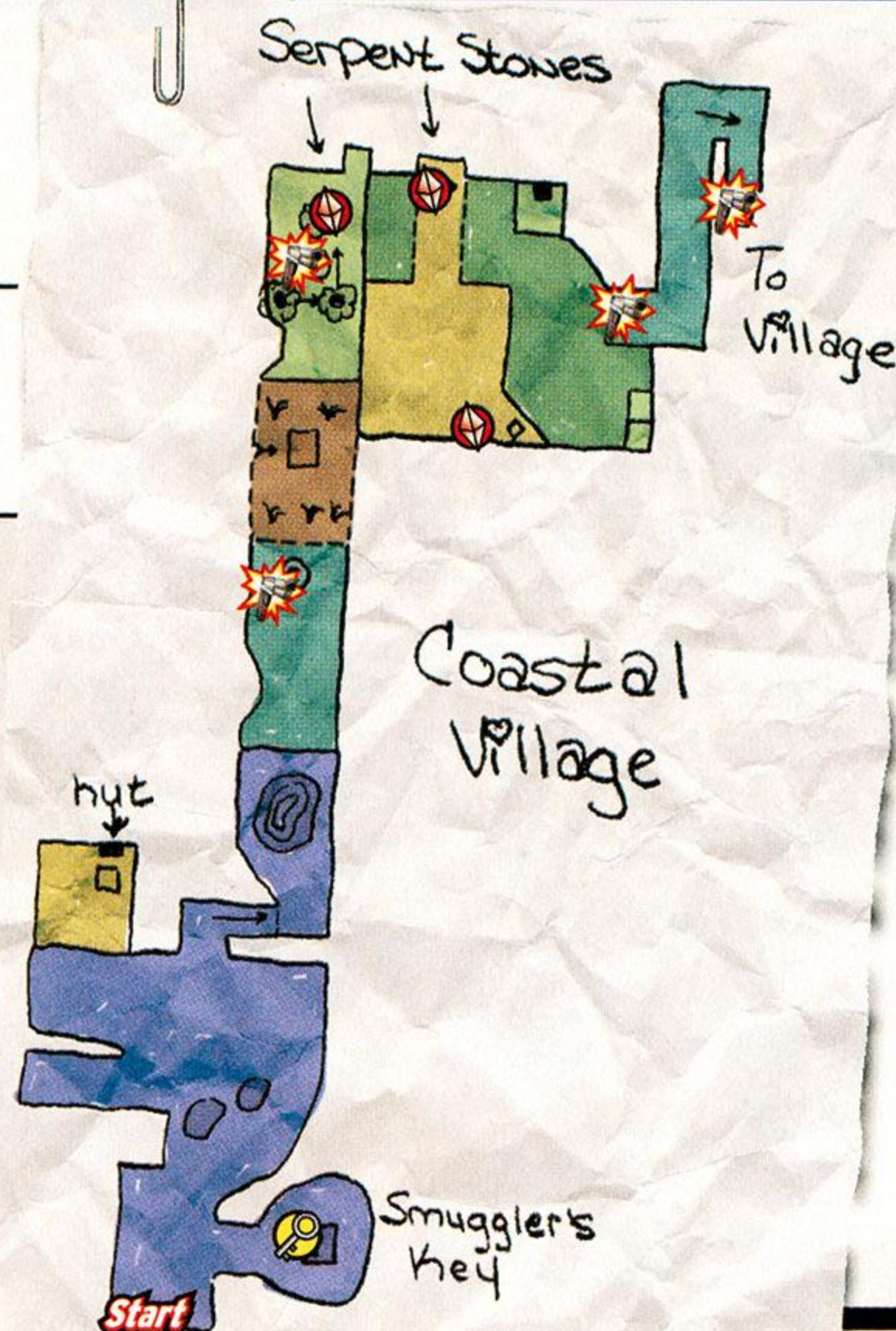
Item Name	What it Does	Where it Is
Smuggler's Key	• Opens door in hut to Smuggler's Cave	• Underwater, in the side lagoon
Serpent Stone	• Opens 1st door	• In the treetops west of the temple
Serpent Stone	• Opens 2nd door	• Behind waterfall in front of temple
Serpent Stone	• Opens 3rd door	• On top of east side of temple

1

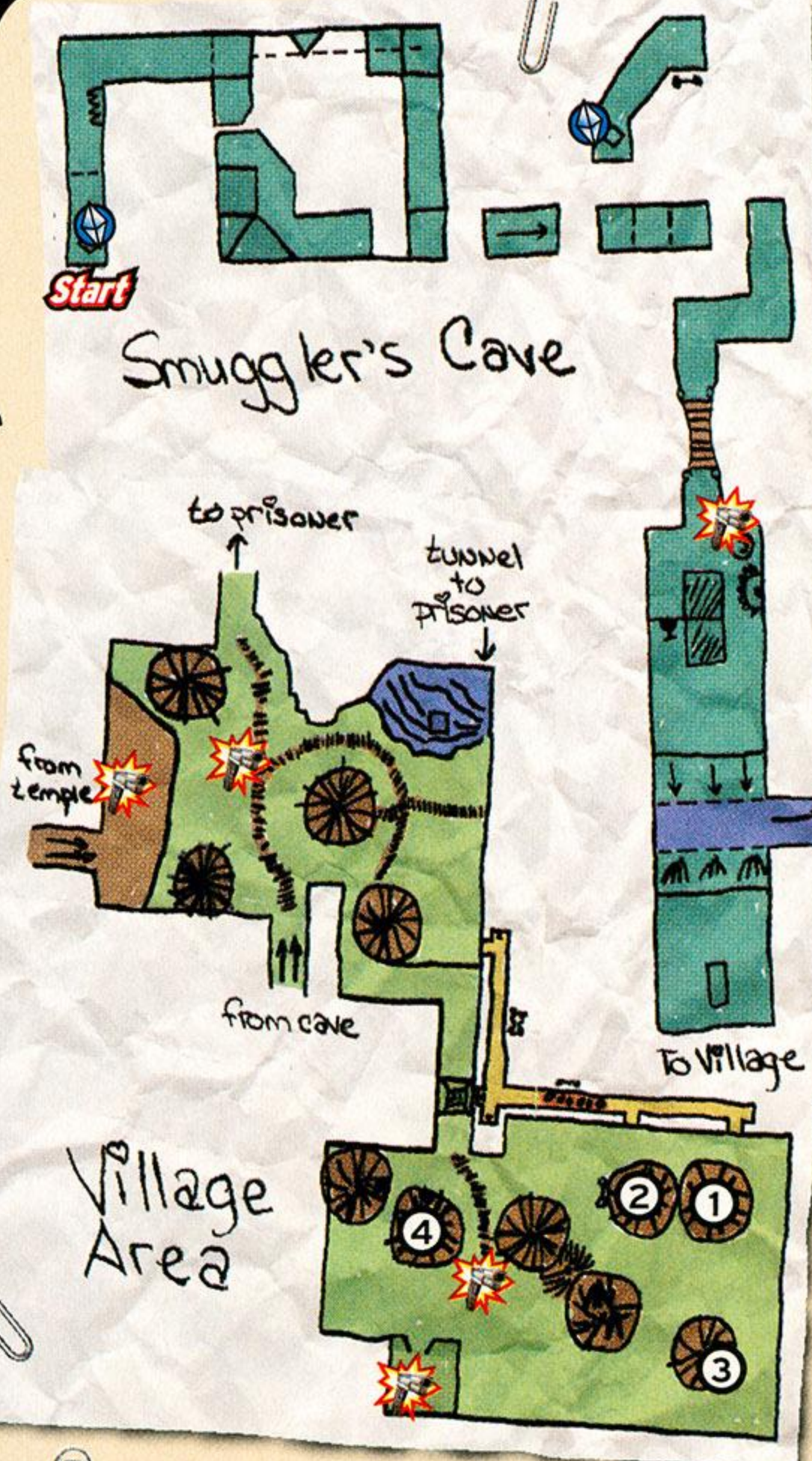
To the Beach

• You will start this level in the water. Immediately turn to your right and retrieve the Smuggler's Key from the side lagoon, then swim to the beach.

• Once you land on the beach, you should see the Smuggler's Hut. Decide now whether you want to follow the easy path or the more dangerous path.



Village Notes



2

The Easy Path

• Enter the hut and use the key to open the grate.

Drop down and walk forward to safely trigger the spike trap, then crawl under it and enter the cave. Stay out of the water and shoot the gator.

• To navigate the smaller cavern hop under the bridge ahead of you. Grab the handholds under the bridge and work your way across. Continue clockwise around this cavern; use handholds again to land on top of the bridge. Walk across the bridge and turn left.

• Jump across onto the slide. At the bottom, leap and grab the next ledge. Shimmy over; jump across the spikes to grab the ladder. Continue working around and exit the cave.

• Cross the rope bridge. Enter the building and turn left and duck. After the saw blade passes, a cannibal will attack you. Kill him then crawl into the room. Do not crawl out into the ray of sunlight—this will trigger the



Learn to spot the textures of handholds to cross the cave.

traps. Creep around to the switch and shut the skylight. Jump across the water and drop down the slide into the village.

2

The Dangerous (Alternative) Path

• Slide down the slope at the back of the beach.

Cross through the little grotto and climb up into the outdoors again. Cross the quicksand by leaping on the block in the center (and duck under the

poison darts). Once across, you must find three Serpent Stones:

- 1 In the treetops above your current location.
- 2 Behind the waterfall from the block about

halfway down;

3 On top of the temple (on the side across the river). Using the three stones, unlock the three gates and proceed to the village.

• Return to the village. Go to hut #1 and turn the switch there to open the gate under the treetop hut #2. Climb into hut #2 and jump from the window to the ledge. Enter the tunnel and go right to the end. Jump from the window there onto the tops of the huts. Climb atop hut #3 and jump up to the handholds. Go hand over hand to hut #4 and turn the switch there to raise the gate over the flame spurts. Return to the passageway (through the treetop hut #2).

Jump onto the grate to avoid the fire and push the button at the end of the hall. Turn around and go left down the hallway. Time your run through the hall to avoid the saw blades. Push the button at the end of the hall to open the grate below the waterfall.

• Return to the waterfall and swim through the grate (don't tangle with the gator!) and climb up into the tunnel near the prisoner.



Don't try to cross the flames until you raise the bridge.

Proceed calmly to the end of the tunnel and jump across to the prisoner's hut.

3

The Village

• Watch out for cannibals while you are here; they have a nasty habit of popping out of thin air after you pull switches. Follow the

path to the Prisoner's Hut. Walk out to the edge of the quicksand and use the switch on your left to close the gate above the spike trap.

Mission 6 Crash Site

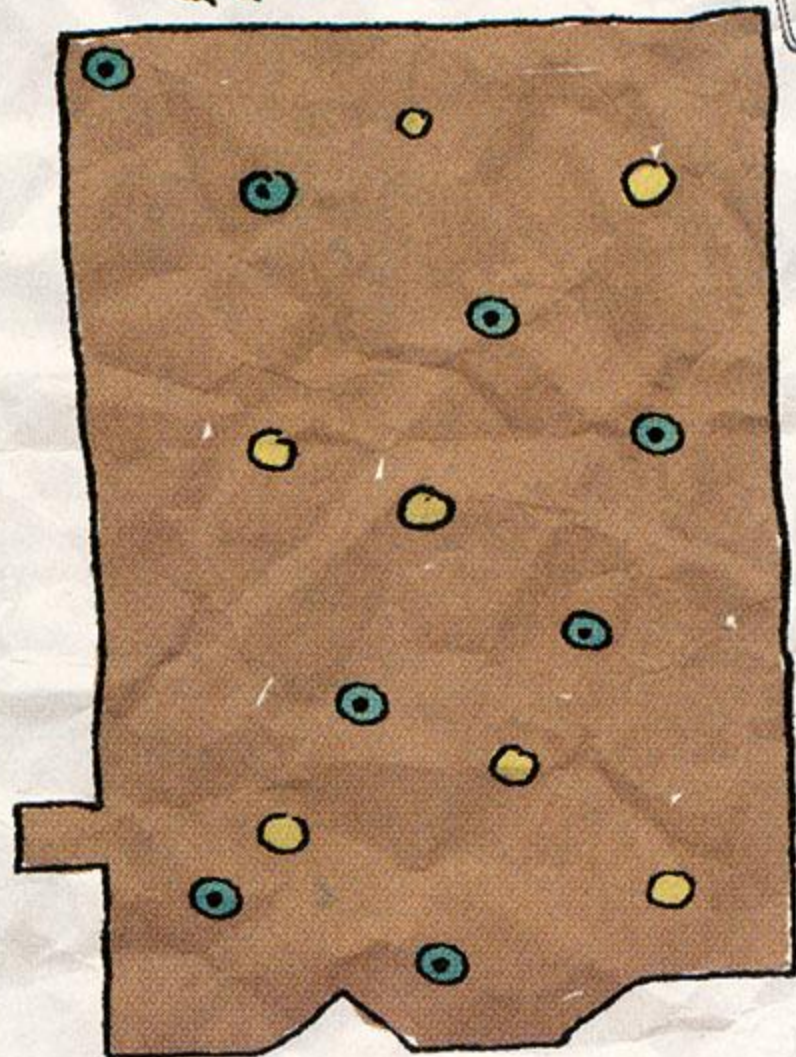
Explore the crash site and find the keys from the two mission commanders, Tuckerman and Bishop. Use their keys to reactivate the plane and gain access to the next area.

Item Checklist

Item Name	What It Does	Where It Is
Bishop's Key	● Use to open cargo hatch	● In the T-Rex nest (by Bishop's body)
Tuckerman's Key	● Use to open cargo hatch	● Above the small "raptor room" across the small river section

Overview

Quicksand Map



1 Into the Crash Site

● **Use the Quicksand map** to jump onto the solid patches to cross the quicksand. Once

across, descend into the valley. It should come as no surprise that dinosaurs still walk this remote valley; kill

the raptor that emerges from the fog and climb the rocks to proceed into the crash site itself.

2 Bishop's Key

● **After descending into the crash site**, turn right and head into the T-Rex nest. Don't shoot the crewman here! He can help you kill the two raptors that hunt the upper ledge. Slide into the lower area and kill the four compys. Run down to the end of this cave area to the T-Rex nest.

● **Jump inside and retrieve Bishop's key from his body.** The T-Rex will appear; run back to the very beginning and hide in the alcove

there. When the T-Rex approaches, shoot it. A lot. When it runs away, emerge from hiding just far enough to sucker it back into range again. After the T-Rex is dead, run back down and pull the switch near the nest; if the crewman is still alive, you should hear gunfire as he tries to fend off a new raptor attack.



Hide in the alcove and snipe the T-Rex until it is dead.

Run back to the alcove and climb up to the upper ledge, kill the raptor (if necessary) and exit to the crash site again.

3 Tuckerman's Key

● **Run down the right-hand side of the wreck** and jump over the mound of earth by the tail section. (You can take a quick detour here to pick up the MP5 by dropping down the hole hidden behind the tree). Help the crewmen here kill any raptors.

Enter the last opening on your right. Emerge into the small river area.

● **When the raptor is dead**, climb up the back wall and get on the tree branch. Kill the raptor and walk down the tree branch, then face the back wall and jump across. Catch the ledge and shimmy to your right until you can climb up. Move to the corner; turn around and get on the tree again. Work your way around until you have a

clear shot at the hanging raptor carcass. Shoot it and drop it into the water to distract the piranha.

● **Jump into the water and pull the switch** to open the gate into the building. Kill the first raptor and enter the building. After the gate closes behind you, kill another raptor, then pull the "raptor-o-matic" switches on the left. Pull the second, and finally the third raptor-o-matic switch (this one is a double!).

You can safely snipe the raptors each time from atop the block at the back of the room.

● **When all three switches are pulled**, the grate on the ceiling will open. From the block, jump up into the ceiling area and retrieve Tuckerman's key. Kill the raptor that was hiding under that pebble you foolishly overlooked and return to the crash site.



This carcass makes a tasty treat to distract the piranha.

4 Tailgunner

● **Standing by the sidehatch**, jump up and grab the edge of the plane.

Shimmy left until you can pull up on the body of the plane. Drop down the hatch in the ceiling. Go to the cockpit and use the keys. Jump down into the cargo bay and use the switch at

the end to activate the tail gun. Run outside and man the tail gun (press X to grab it, press O to let go). Nail the raptors as they approach—aim the nose of the gun down just a bit for

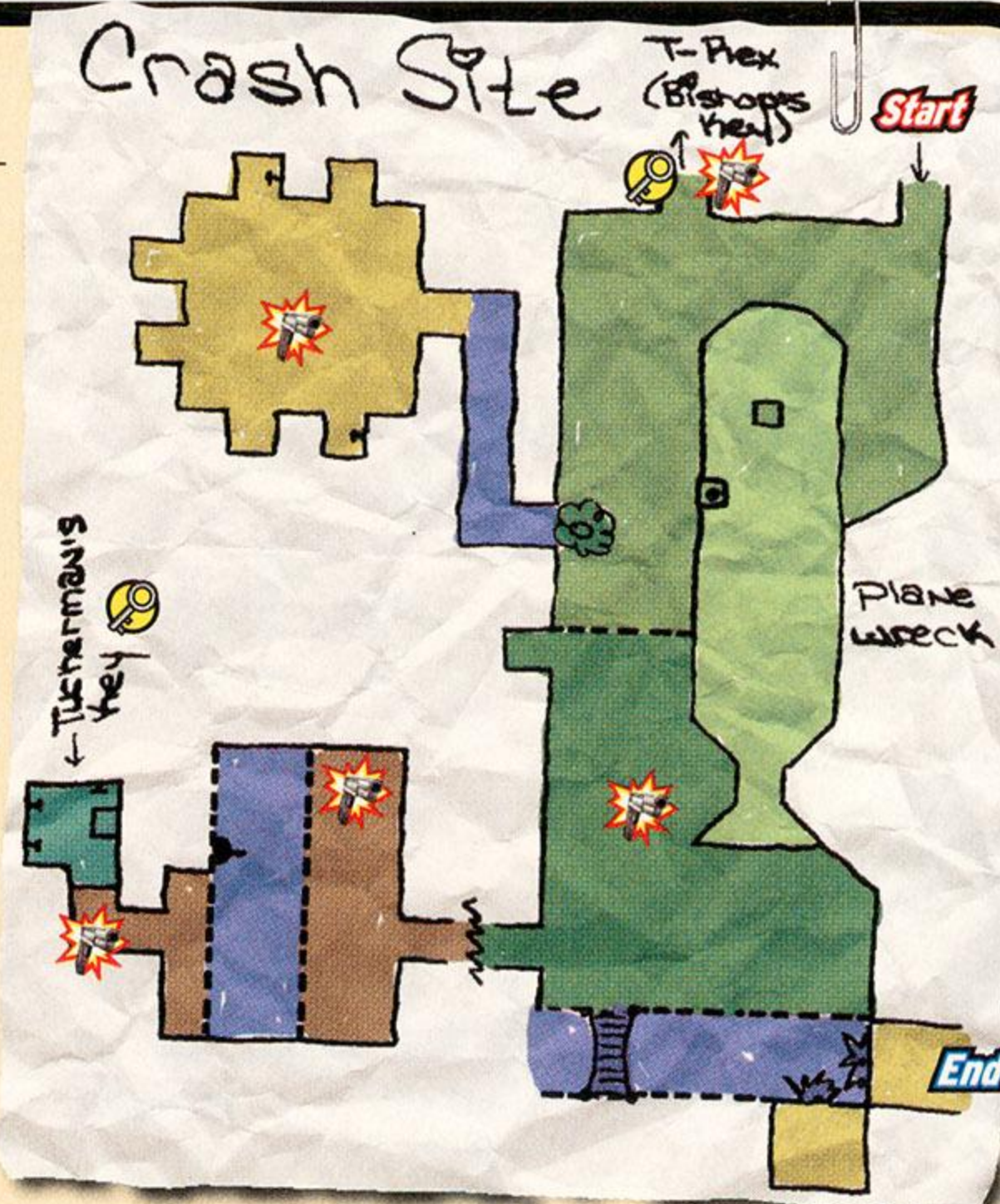
the best shot.

● **After the dinosaurs are finally extinct**, aim the gun up and to the left at the corner across the river. Destroy the walls there, then hop across to finish the level.



You'll have to use the tail gun to blow yourself an exit.

Crash Site



Crash Site Notes

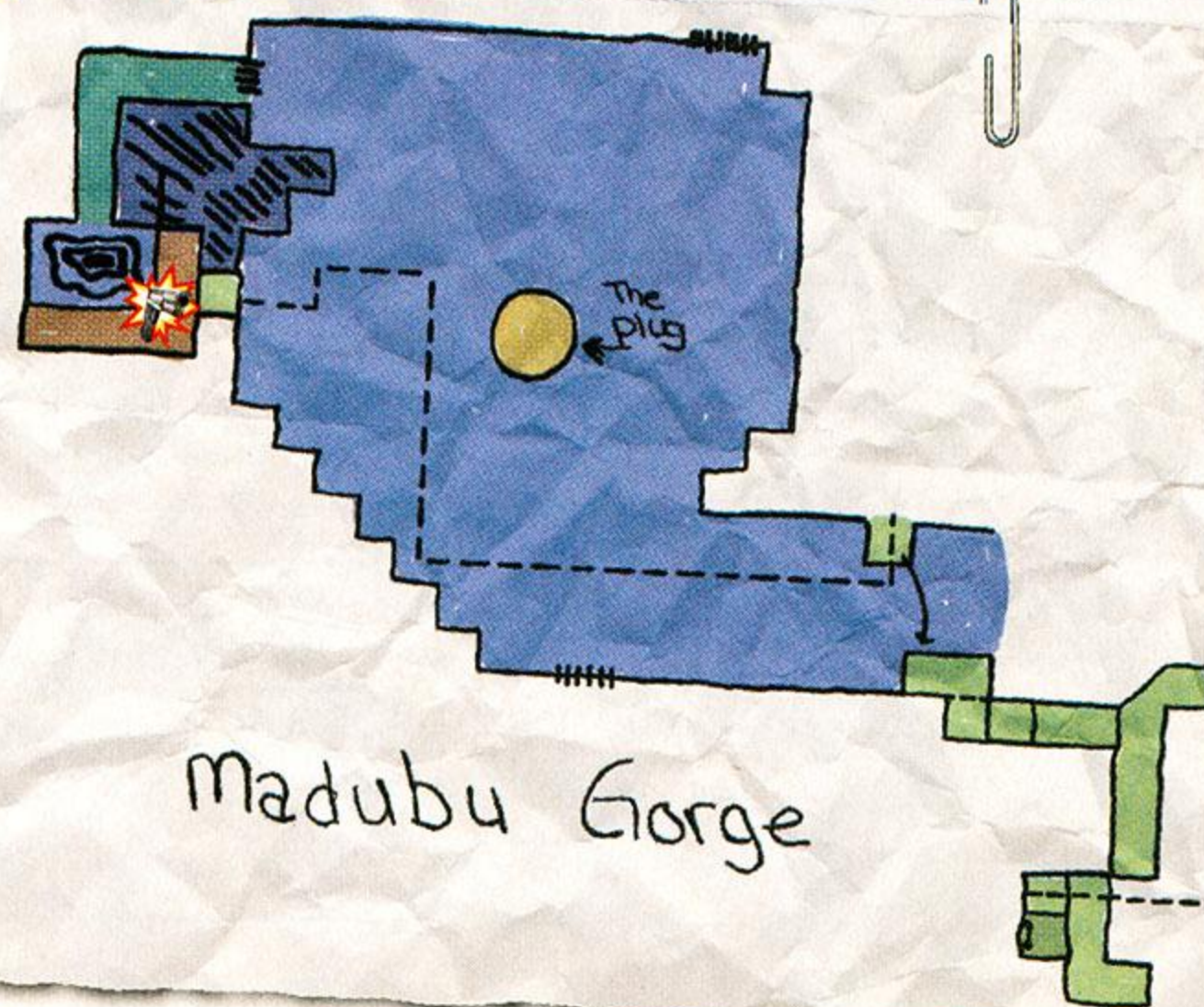
Mission 7 Madubu Gorge

To escape the gorge, you must find a kayak and pilot it to the bottom of the river. Once there, you must exit the kayak, climb *back* to the top of the gorge, and find a way to pull the giant plug that blocks your access to the end of the level.

Item Checklist

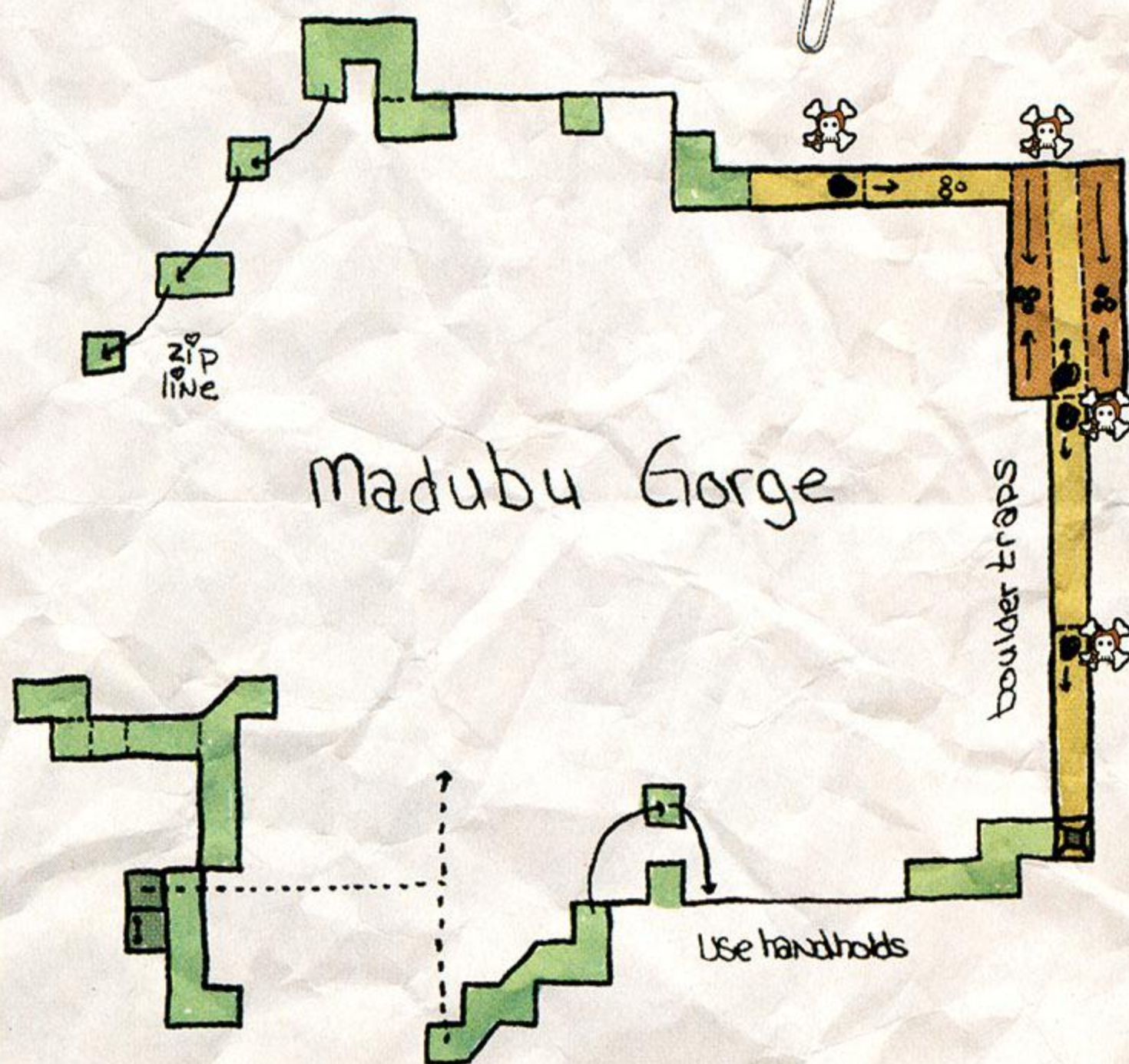
Item Name	What It Does	Where It Is
Kayak	<ul style="list-style-type: none"> Must use it to reach the level end 	<ul style="list-style-type: none"> Underneath your starting location, through trap door by bats

Overview



Madubu Gorge

Gorge Notes



Madubu Gorge

1 Piece of Kayak

● **The first (and easiest) kayak to find is almost directly under your starting position.** Start by killing the two poisonous lizardmen on your side of the gorge. When they are dead, lower yourself down the rocks. Jump to the rock in the center of the river, then to the ledge across the gorge. Shimmy right until you find a place to stand. From there, work your way to the button that opens the grate. Make your way back to the ledge across from the rock in the river; pull up and back flip perfectly onto the rock. Turn around and climb back up onto the original side of the gorge. Search under the ruins near where the bats flew out. Enter the small room there, then drop down the grate and get in the kayak.

● **Piloting the kayak is easy, but killer on the thumbs.** If you have an analog joystick, it works nicely with the kayak. A few tips on using the kayak:

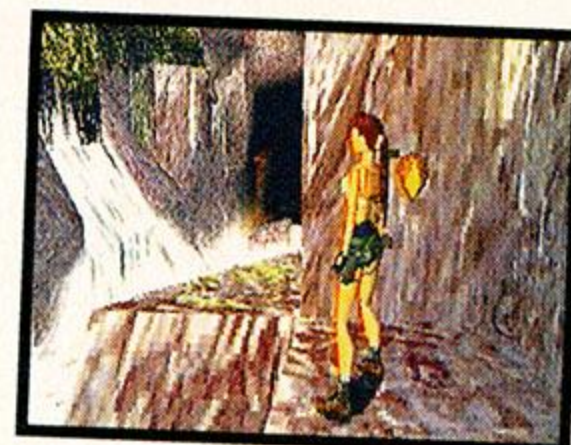
① You can't get out unless you

are sitting in perfectly still water (hold and press to the left).

② You can reduce damage by back-paddling continuously as you go over the falls.

③ You can use medi-packs from inside the kayak, but not weapons.

● **Ride the kayak to the bottom of the river.** Look for side paths crossing over green ropes is good (they turn off traps) and crossing over red ropes is bad (they activate traps). Pilot your way safely to the bottom of the river. You can't miss it: It's the large lake with the huge stone plug in the middle.



This button across the gorge opens the gate to the kayak.

2 Back Up the Gorge

● **From the plug, paddle into the green river opening (refer to the upper map).** Follow this route to the small room. Climb out of the kayak, then kill the gator and the lizardman. Walk over to the opening and jump up to grab the

handholds. Follow the handholds to the end and drop down onto the block in the river. Jump across the river. Work around to the next set of handholds and keep going (refer to the second map).

● **When the handholds branch off, go**

right. Hop across the river, then back across to the handholds on the wall. Head up and to your left until you reach solid ground at the top of the river. Climb down the shaft to the next section.

3 Boulder Traps Galore

● **Proceed carefully.** When you see the boulder, run to the ledge and crouch down to let the boulder pass over you. Repeat for the next trap. When you

reach the firepits, run onto the bridge, and backflip over the third boulder.

● **Move to the end of the bridge** and jump through the gap on your left. Do a

standing jump over the flames, then run forward and duck under the fourth and final boulder trap.

4 The Plug Shaft

● **From the last boulder trap,** make your way to the river area again. Jump across the blocks in the river until you reach the zip line, then ride it into the shaft with the plug mechanism.

● **From inside the shaft,** climb up the faces on the opposite side. Once at the

top, keep a sharp eye out for lizardmen: the first one immediately on your right, the second one at the end of the hall. When they are dead, go back and pull the switch to raise the plug—this will also open the grate so you can leave. Drop through the grate and slide back

into the room where you left your kayak. Hop in the kayak and ride it through the whirlpool. Back-paddle as much as you can, but be prepared to take some damage when you fall through.

5 Finale

● **Once down in the room below,** deal with the first gator. Swim under the exit area and pull the switch, then deal with two more gators. Finally, swim over and exit to the Temple of Puna.



Back-paddle to reduce damage from going over falls.

Mission 8

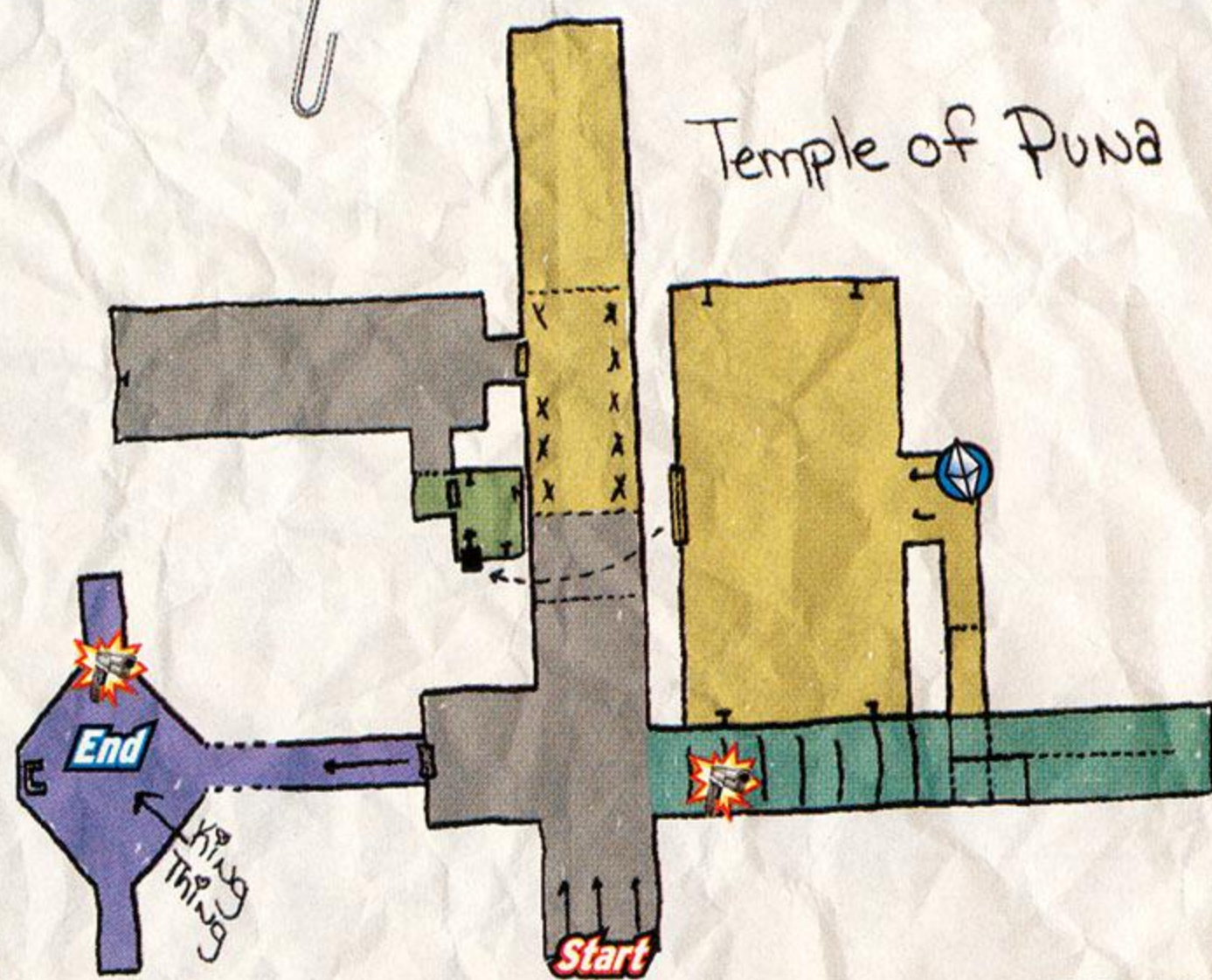
Temple of Puna

Recover the Ora Dagger artifact from the temple.

Item Checklist

Item Name	What It Does	Where It Is
Ora Dagger	● Second artifact; completes the level	● Appears after the level Boss is destroyed

Overview



1 Entry Hall

● **As soon as the level begins, draw your guns** and look for the tribesmen on your right. They have poison blowguns, so killing

them quickly is imperative. You will find two on the lower steps and two more as you move up the steps. Try to kill them all before you use a medi-

pack. At the top of the steps, crawl through the opening on your right and into the first deathtrap room.

2 The Rollers

● **Getting past this death-trap takes some patience.** When the rollers move past you, slide down and run behind them up the slope to the opposite wall. Line up so you are between "blocks" and make sure you are pressed tightly against the wall. This will keep you from being crushed by either the rollers or the spikes.

● **When the trap rolls away,** take

two steps over until you are in front of the button, and press it. Take two steps left or right and belly up to the wall again. Wait for the rollers to return and roll away again, then turn and run to the second switch on that wall. Line up again between blocks and wait until it is safe to step over and press the second button. Line up in a safe position again.

● **Now you need to cross over to the switches on the opposite wall.**

Turn around and watch the rollers. When they reach the opposite wall and start to roll back, run toward and leap then over them. It is important that you leap over the spikes, and that you leap when you are still on a higher slope and the rollers are at their lowest point. Once you reach the



Put your back to the wall and line up with the spikes.

opposite wall, line up safely and repeat the process to press the last two buttons and open the gate. Run through the gate when it is safe.



Approach the throne slowly and be ready to jump away.



Hesitate to trick the Boss into dropping his shield.

! The second Boss is extremely tough. His electric blasts kill you in one shot, and he can summon lizardmen to aid him. Keep moving!

3 Giant Boulders

● **Just past the rolling deathtrap room,** slide down into the second deathtrap. Pull the block out from the wall to stop the descending spike ceiling. Now you have time to pull the three switches and open the gate. Drop down again into the long hallway.

● **Run to the end of the long hallway to the switch** (notice the huge boulder poised above you). Pull the switch, then turn around and carefully walk to the end of the ramp. Once you leave the ramp, the boulder

will start rolling. Take off and use R2 to sprint to the end of the hallway. Make a hard right into the next tunnel and keep running! The floors will fall away under you and there is *another* boulder bearing down on you from behind. Once you make it back into the entry hall, you are safe from the boulder—but there will be more tribesmen in the stairway. Once they are eliminated, you are safe.

4 The King Thing

● **You'll find the Boss for this level in the gate that is now open across from the stairway.** Walk out onto the platform but avoid the steps leading up to the throne. Pick up the goodies on the two side arms of the platform. You will probably want to use a Save Crystal before you tackle the Boss. When you are ready, approach the throne.

● **As soon as the throne turns around,** press and hold the Jump and Shoot buttons. *During this entire fight, do not let go of the Jump button.* Do a back flip to get yourself some breathing room, then use the joystick to jump

side to side. Your shots will bounce off the king's shield. You need to stop shooting for just a moment to convince him to drop his shield and shoot at you. But be careful, one shot of his electricity is enough to kill you.

● **As long as you are jumping back and forth smoothly,** you should be safe from his blasts. Keep it up until he is dead, then retrieve the Ora Dagger.

Temple Notes

Mission 9

Thames Wharf

Work your way off the rooftops and down into the wharf area. Once inside the wharf, you must find a way to fill each of the holding tanks there in order to swim to the other side and enter the next level.

Overview

Item Checklist

Item Name	What It Does	Where It Is
Flue Room Key	● Opens flue room to turn off flames	● Across the buildings beside the sniper

1

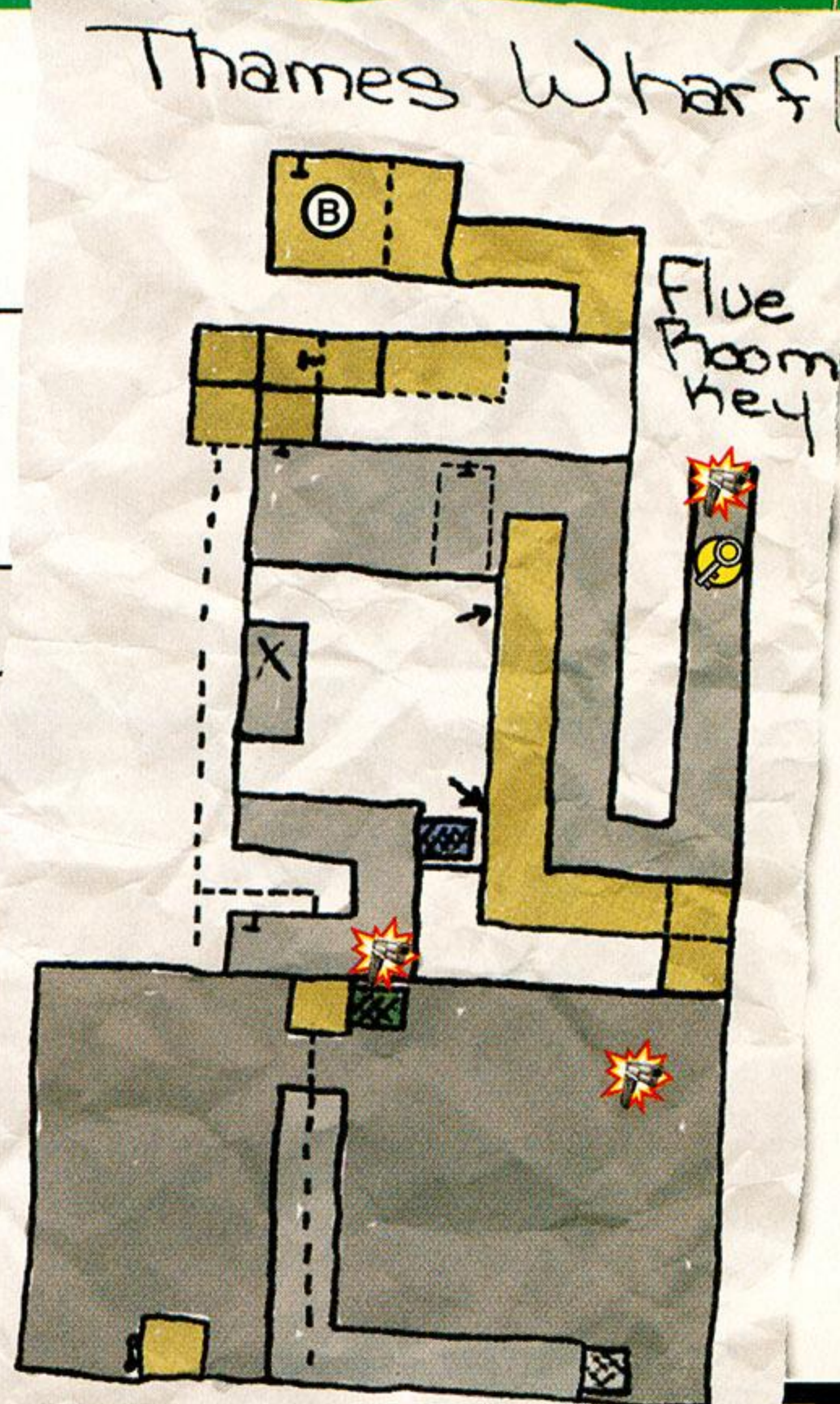
The Flue Room Key

● **Run to the end of the platform** and hop onto the grate. Hang off the end of the grate and drop onto the sloping roof below; spring forward onto the next platform. Push the button to raise the green grate. Grab the roof and move forward; drop down onto the

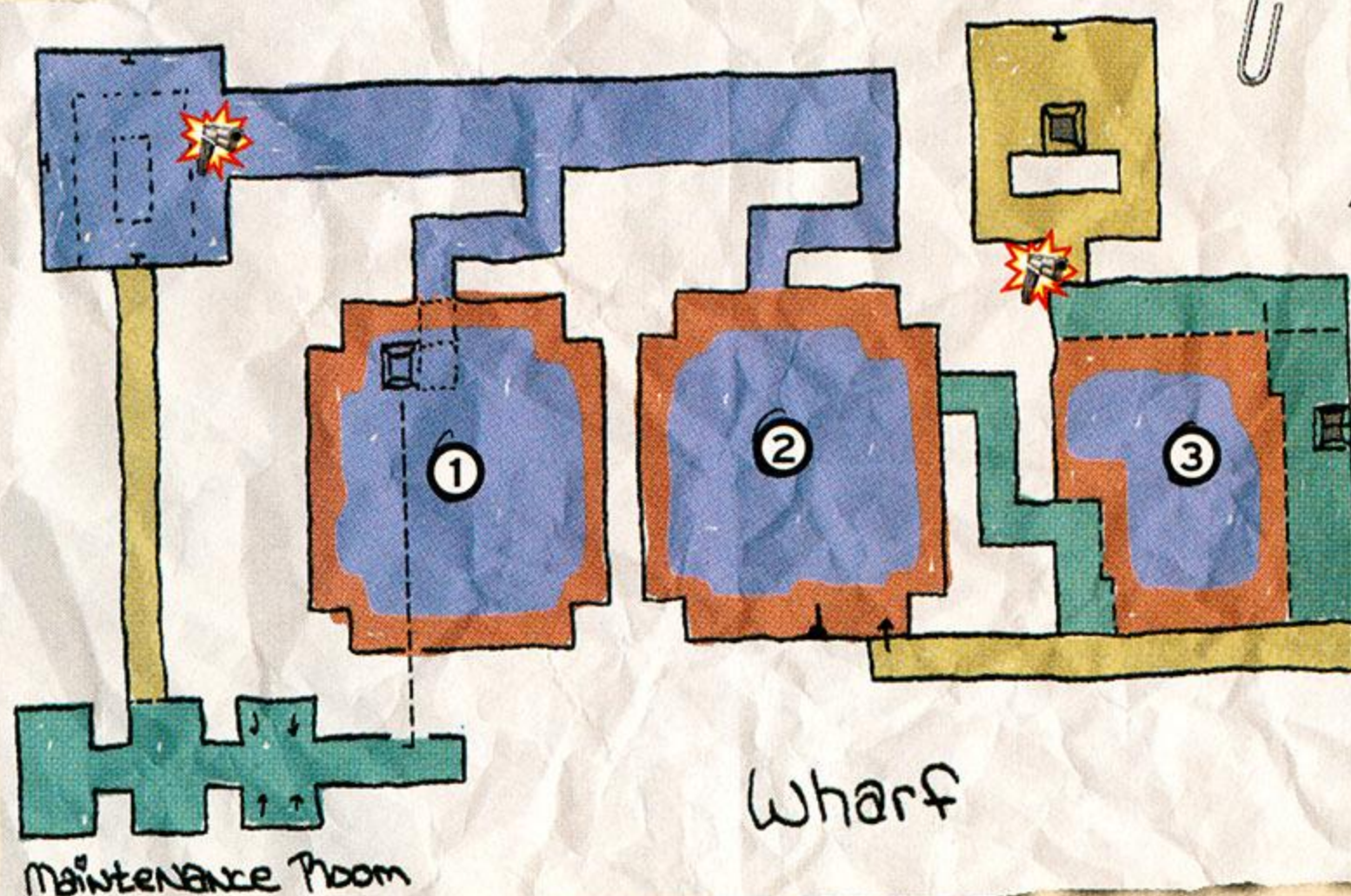
platform below. Take the zip line to the sloping roof. Drop and grab the ledge below, then shimmy to the green grate and pull yourself up.

● **Run across the breakaway platform** and jump across to the ledge. Head around and get the key from the sniper.

Return to the ledge and drop to the platform below. Press the button to lower the blue grate, then work your way to the floor. Press the button and climb up. Jump against the east wall and catch the ledge there. Work your way back to the blue grate and out.



Wharf Notes



2

The Flue Room

● **Return to the ledge with the green grate** and press the button to lower the grate. Walk to the edge where the grate was; hang and drop onto the ledge below. Pull up into the crawlspace and crawl through. Press the button and return to the ledge with the green grate.

● **Drop off the west end of the platform** onto the sloping roof and make your way to the ground. Kill the assassin then make your way back to the ledge with the zip line. Since the zip line is gone you will have to jump across; aim for the side without the

railing. Grab the building ledge and shimmy right until you can climb up. Follow the passage over to area B and press the button to raise the painter's platform. Jump back across the gap and from there to the painter's platform. Jump from the painter's platform across to the flue room door. Use the key to open the door, then proceed to the back; push the button there to close the flue, then make your way back through the flames and exit.



Jump across to the sloping portion of the roof.



Jump to the crane then over to that upper ledge.

3

The Wharf

● **Go back up and around to the flue.** Drop inside the flue and slide down near the painter's platform. Jump across the gap and slide into the wharf. Push the center switch to turn on the turbine and fill tanks 1 and 2. Run down to tank 2 and pull the switch at the bottom to open the trapdoor in tank 1. Go back to the

entry room and push the button to turn off the turbine. Go to tank 1 and swim through the trapdoor to the maintenance area.

● **Move through the crawlspace into the maintenance area.** Beware of the electric cleaner inside. Pull the metal cage out and maneuver it down the floor to force the electric cleaner into the fuse

box. Climb back up the shaft into the entry room.

● **Push the center button to turn on the turbine** and fill tanks 1 and 2. Push the new button that is available to fill tank 3. Swim across tank 2 to tank 3. Swim across tank 3 to the side room. Push the button there to open the trapdoor at the bottom of tank 3. This will drain tank 3. Move

to the catwalk on tank 3 and jump up to the handholds on the ceiling. Work your way across and through the passage back to tank 2. Drop into tank 2 and return to the entry room. Push the third and final button to refill tank 3. Return to tank 3 and swim through the trapdoor.

4

Back Outside

● **The trapdoor will lead you across the Thames** to the other side of the wharf. Climb out of the water into the passage on the end. Jump across and grab the hand-

holds; climb to the top of the building. Slowly walk through the barbed wire and jump across to the platform on the crane. Turn right and jump from the crane to the barbed

wire section across the gap. ● **Work your way slowly through the barbed wire** and climb up the roofs to the white buildings on your left. Walk through the center of

the white building and out the other side. Pass through the gap in the railing to end the level.

Mission 10

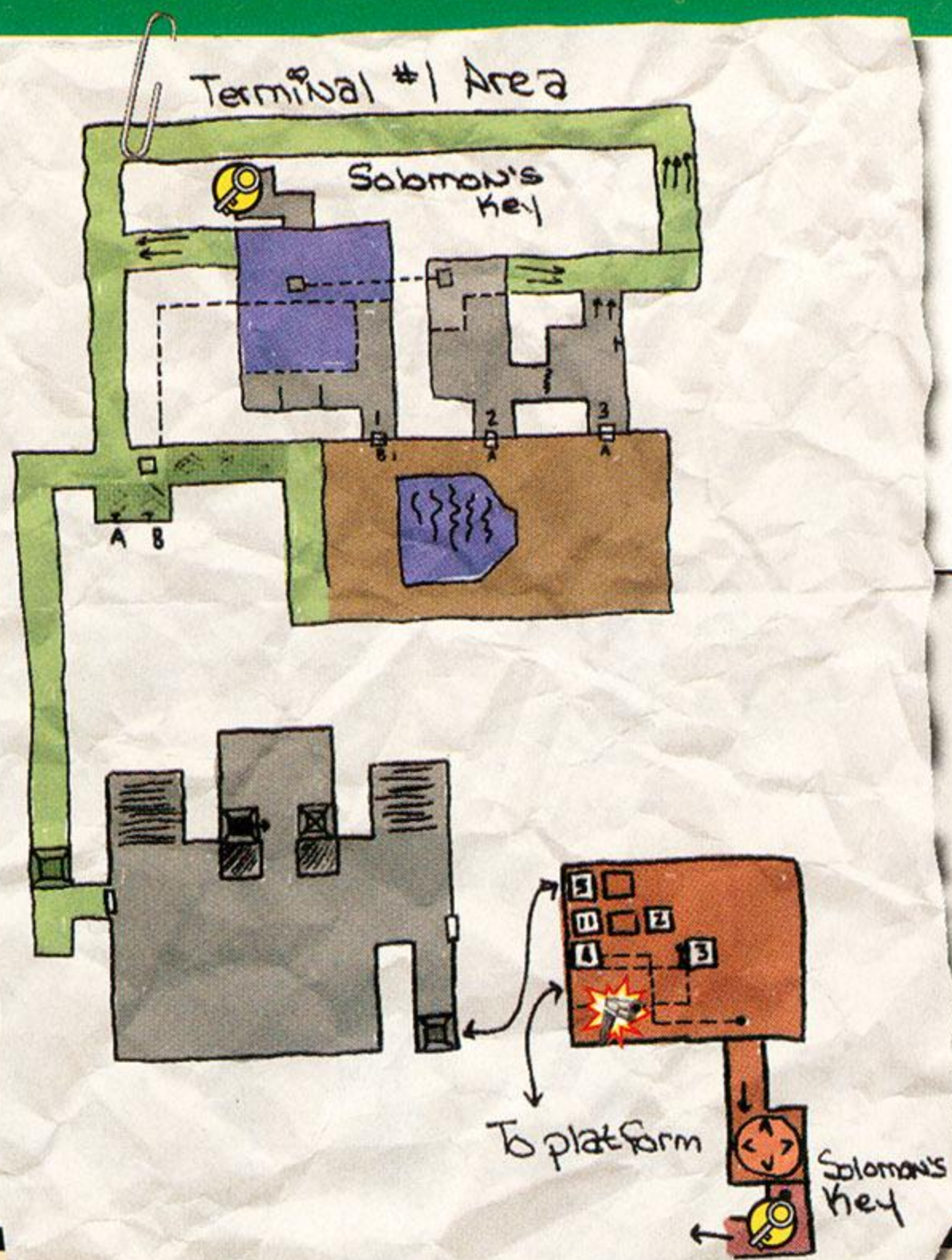
Aldwych Station

Your drop down the bell tower deposits you in an abandoned section of the London Underground. Your mission is to find a way to climb back out of Aldwych Station. Like any subway station, Aldwych is filled with bat-wielding punks, rabid dogs and vicious rats.

Item Checklist

Item Name	What It Does	Where It Is
Maintenance Room Key	<ul style="list-style-type: none"> Opens the maintenance room 	<ul style="list-style-type: none"> Inside the ticket booth; drop down from the rafters
Old Penny	<ul style="list-style-type: none"> Use on ticket booth to get a Ticket Opens the turnstile 	<ul style="list-style-type: none"> On the platform after the lights are turned on Use the Old Penny on ticket booth #2
Solomon's Key	<ul style="list-style-type: none"> Opens 1st sword in Masonic Temple 	<ul style="list-style-type: none"> At top of drill shaft after drill descends
Solomon's Key	<ul style="list-style-type: none"> Opens 2nd sword in Masonic Temple 	<ul style="list-style-type: none"> Back of Vault #1 in safe deposit complex
Masonic Mallet	<ul style="list-style-type: none"> Opens door in final terminal 	<ul style="list-style-type: none"> In small room at back of Masonic Temple behind sword door

Overview



1

The Maintenance Key

Climb out of the water at the bottom of the shaft and move up the steps to the ticket area. Climb on top of the #2 ticket booth

and pull yourself up into the rafters above. Run around to the back of the rafters and pull the block. Return and drop down into the ticket

area again. Jump up onto ticket booth #1 and climb up to the top of the shaft. Drop down into the ticket seller's area and get the key.

2

The Old Penny/Ticket

● Run down the escalators to terminal #1 and jump across the gap. Run to the end of the platform and use the Maintenance Key to

open the door. Enter the maintenance area and turn on the lights. Return to the platform and run to the opposite end where you will find the

Old Penny. Jump back across the gap return to the ticket area. Use the Old Penny on ticket booth #2 and pick up the Ticket it spits out.

3

The First Key

● Take the right-hand escalators and drop into the gap onto the tracks below. There is an opening in the tracks on the right-hand wall but you will have to sprint to get to it. (Once you dodge the train it will not come again unless you travel too far down the tracks. If you see a red glow, turn back.) Enter the warehouse. Flip the switch hidden at box

#1. Use the cargo nets to move up to box #4. Jump up and take the ceiling handholds to the side chute.

● Save your game. Slowly walk out to the drill shaft. With your back to the slope, slide down. Catch and hold the ledge. Drop onto the breakaway floor. Side jump to the left onto the sloping roof. Jump as you slide off and catch the opposite ledge.

Drop down onto the second breakaway floor. Grab the next ledge as you fall. Pull up on the sloping roof and backflip to safety.

● Climb to the top of the drill shaft and trigger the button at the top. Climb down and exit above the terminal platform. Return to the drill shaft. Pull yourself up on the opposite side. Grab Solomon's Key.

4

The Second Key

● Return to the warehouse yet again. Follow the steps to the top of box #4, then turn and jump over to box #5. Pull yourself up into the white terminal and enter the room on the north side. Drop through the breakaway floor. Pull the block to open the door into the safe deposit area.

● Move to the switches marked A and B. Push

switch A and run to vault 3 before it closes. Push the switch to open the trapdoor in vault 2. Return to the switches. Push switch A again and run to vault 2. Press the button in the crawlspace to close the trapdoor into vault 1. Return to the switches. Push switch B and run to vault 1. Cross the ceiling and grab the second key.

5

The Masonic Temple

● Run down to the other terminal and drop onto the tracks. Run past the first door and follow the punk into the safe area. Push the button. Move into the third opening, and into the Masonic Temple. Push button C, then B. Follow the dotted line into the Masonic Temple.

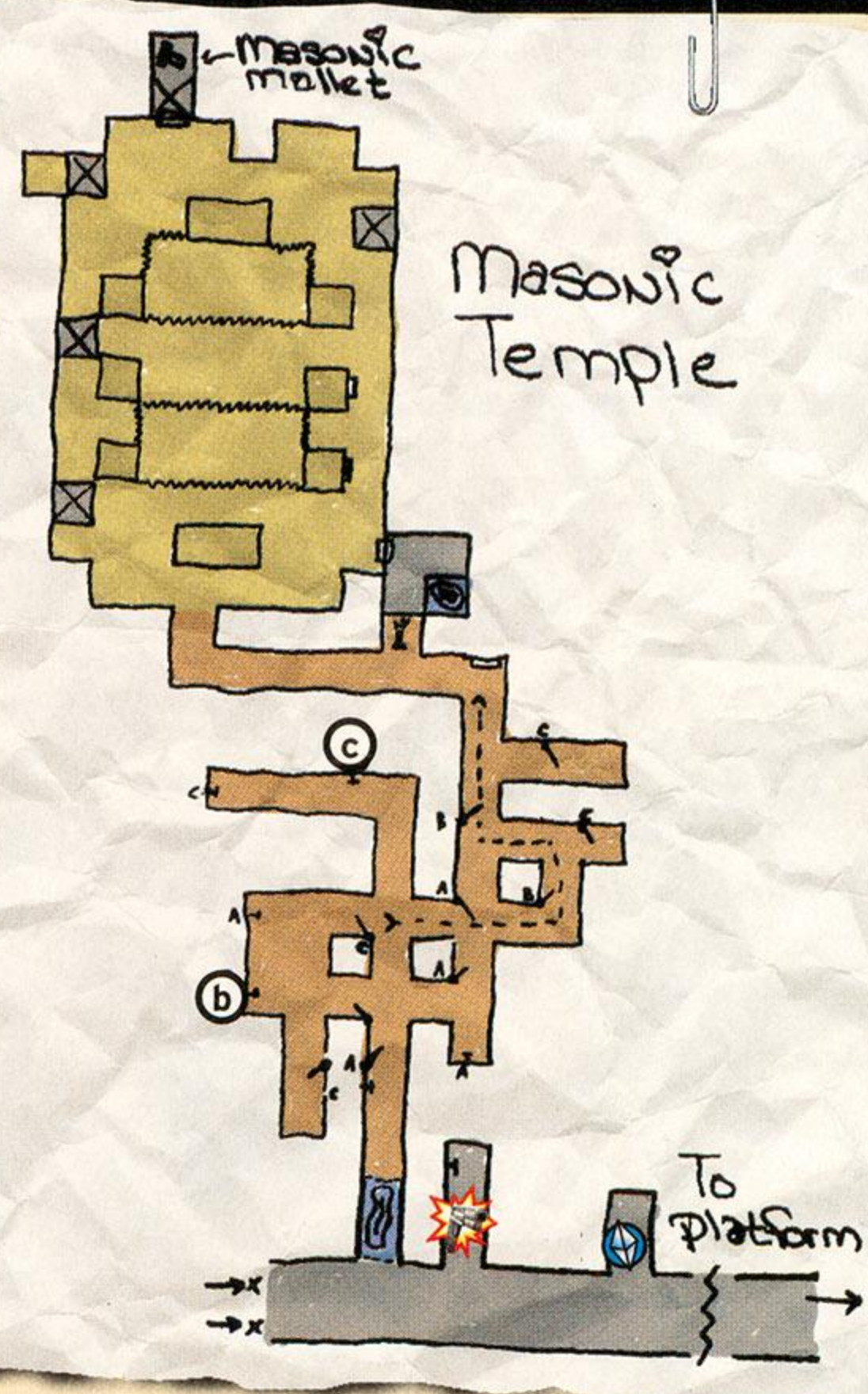
● Use the two Solomon's Keys in the ornate locks to

open the door at the end of the room. Retrieve the Masonic Mallet. Return to the terminal and climb the stairs to the flooded shaft. Jump across the shaft and grab the wall on the opposite side. Shimmy over and drop over the fence. Take the handholds on the ceiling to the crawlspace; follow it up to the turnstile. Use the Ticket to pass the turnstile.

6

The Exit

● Go down the escalators. Use the Masonic Mallet on the door. Enter the room and press the button to open the bottom of the railcar. Continue past the escalators and drop down the glowing opening. Climb into the railcar. Press the button inside to open the grate into the last terminal. Slide down any of the slopes in the last terminal to complete the level.



Aldwych Notes

Mission 11

Lud's Gate

Lud's Gate Museum is home to the current "owner" of The Eye of Isis, the next artifact in your search. Pity the museum guard who gets in your way on your quest to find the curator's office.

Overview

Item Checklist

Item Name	What It Does	Where It Is
Boiler Room Key	• Opens door behind waterfall in Boiler Room	• Get from dead guard in flooded warehouse

1

The Museum

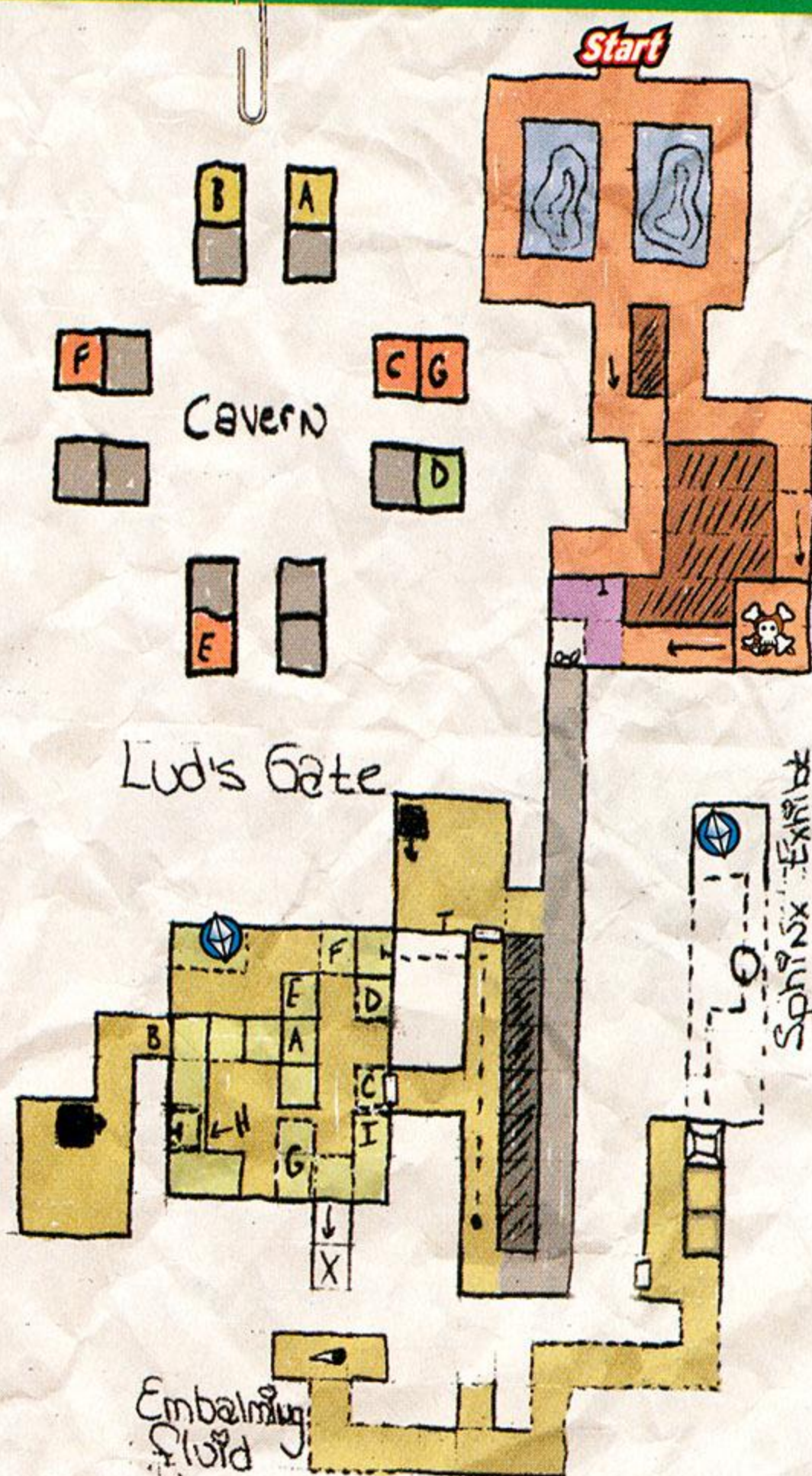
- **Run down to the area with the two pools** and take the passage on the right. At the bottom, leap across the barbed wire and climb to the top. Stop halfway through the crawl-space and jump up to enter the guard room. Move the stone block across the room.
- **Climb up on the center pillar A**, jump across to the ledge and jump up through opening B into the next room.

Push the stone block in front of the doorway, then climb up and over it and return to the exhibit. Jump up on the pillar C blocking your way, then to ledge D and crawl back into the guard room. Pull the stone block and return to the exhibit hall.

- **Climb to pillar A**. Grab the ceiling above pillar E. Go to ledge F and push the button there. Return to A again and jump up to G. Jump to ledge H and push the button. Return to B and keep climb-

ing to the top. Work your way to area I. Round the corner from that ledge and stop at the top of the slide. Save your game.

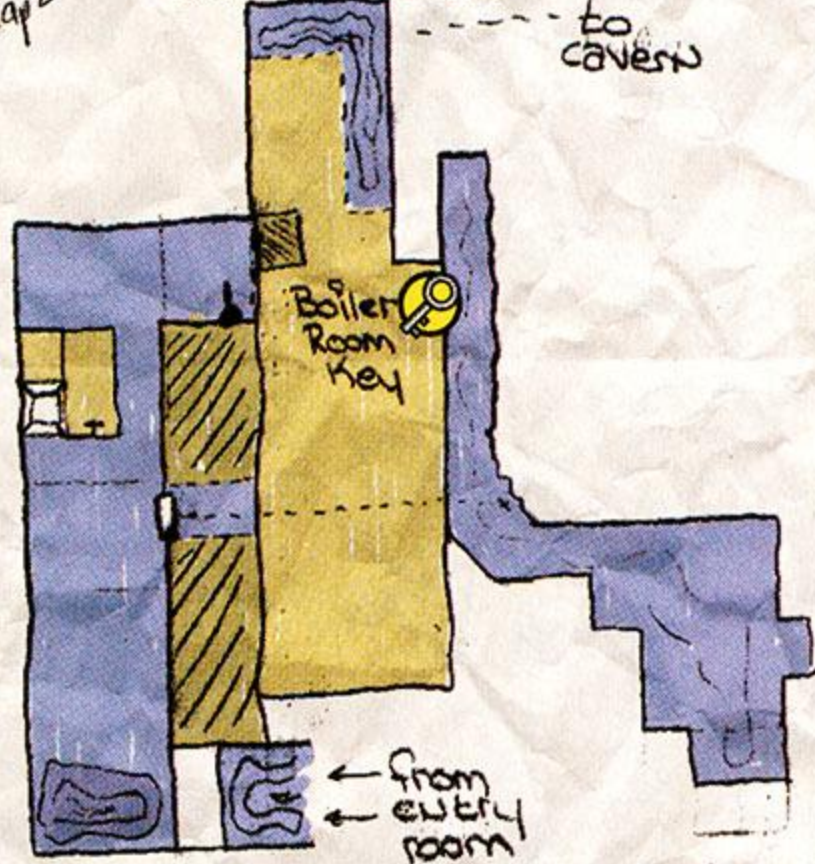
- **Slide straight down the slope**, landing on the breakaway floor, then quickly jump forward and grab the ledge. If you miss this jump, you're falling a long way into uncharted territory. So don't miss. Pull up onto the ledge and get the Embalming Fluid.



Gate Notes

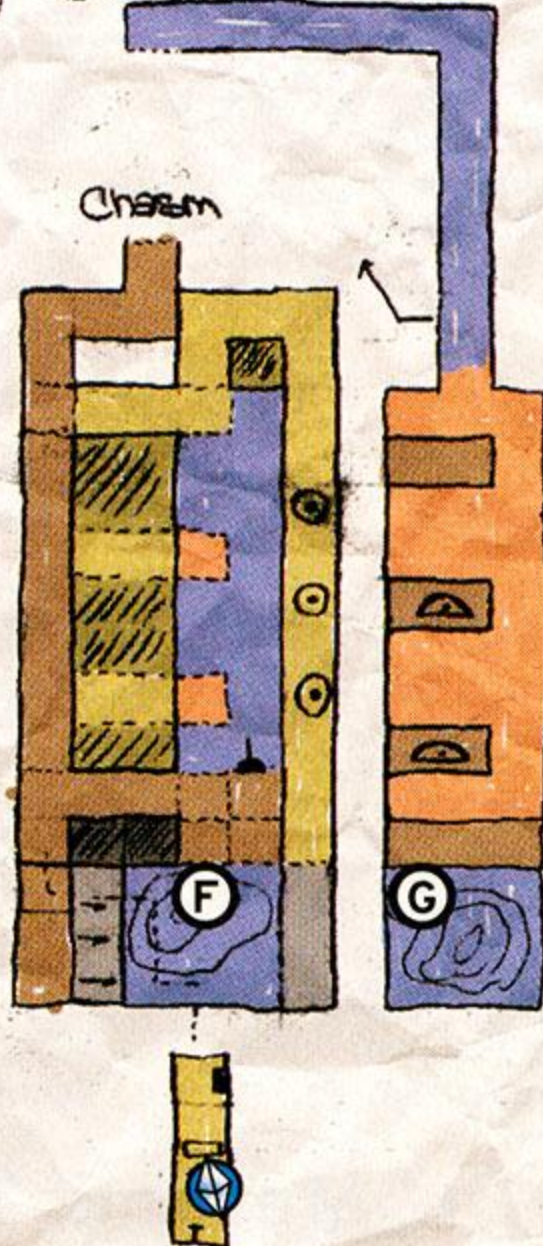
Map 2

Warehouse



Boiler Room

Chasm



2

The Sphinx Exit

- **Follow the passage around to the ledge** overlooking the Sphinx Exhibit. Jump up and grab the ceiling; make your way forward until you see the cutscene; this is where you should drop to safety. If you want to go forward and grab the Save Crystal, the spot you should drop from is circled on the map.
- **Carefully slide off the Sphinx** by using slopes and

catching ledges to slow your fall. At the bottom, take care of the guards then run around to the stairs. At the top of the stairs, jump up and catch the ledge. Pull the stone block out onto the ledge. Drop to the floor. Jump up again and use the stone block to climb higher. Move right and drop into the passage. Follow it up and over

so you can push the stone block from the other side, then turn around and pull the other stone block out as well. Once more, drop to the floor, jump up, climb, go up and over, and follow the passage back to the room with the two pools. Run back up the steps to where you began the level.

3

Down to the Waterline

- **Use the Embalming Fluid** by the blue alcove. Go out the other door and drop into the water.
- **Take the minisub out and turn right**. The cave opening with the crate is an air source. Go to the red brick area and ride the current to the warehouse area.

• **Climb up and over into the next pool**. Pull the lever at the end to open the hatch. Climb into the hatch and use the button to open the door on the right. Swim into the warehouse. Climb up directly in front of you and backflip. Kill the guard and get the Boiler Room Key.

4

Underwater Chamber

- **Dive into the L-shaped pool** and swim along until the diver attacks you. Kill him and head back for air. Swim down again until the gator attacks you, then return for air—and kill the gator.
- **Fill your lungs and swim** all the way down this time. Turn right into the cavern. Look up on level two at the bright yellow cavern; that's room A. Room B is your air source. Once you are safe in the air here, you should save.
- **Get some air and go for room C**. Pull the switch and return to B for air. Go to room D and pull that switch. Keep going through D, E and finally F, stopping for air each time. Get the minisub before you zip through F. Follow that passage to the end, then aim the

minisub up to the surface in the Boiler Room (see map).

- **Climb out of the water and drop into the next pool**. Pull the switch to shut off the fire. Cross to the other side then past the pistons. Cross the ceiling into the room behind the waterfall. Use the Boiler Room Key. The button opens a hatch in cavern area G.
- **Return to the cavern**, cross from F to G. Keep going, n and up the long climb to air.
- **Cross the platforms with the swinging pistons**. Pull up into the ledge on the left (follow the arrow on the map). Each time you reach the chasm, go straight across, grabbing the ledge on the opposite side; a simple matter of following the passages to the end of the level.

Mission 12

In the City

Not surprisingly, the crazed villain has run off with the artifact. To make matters worse, the Eye of Isis has given her phenomenal cosmic powers, and your guns can't hurt her. You've got to chase her down and find some way to kill her, all while keeping yourself alive, of course.

Item Checklist

Item Name	What It Does	Where It Is
Eye of Isis	• Just another priceless alien artifact	• It's that thing the Boss is blasting you with. Collect it when she's dead.

Overview

1 Staying Alive



• Somehow that artifact grants the power to shoot lethal blasts of energy. A direct hit will cost you about 75 percent of your health. Even if the blast is just close, you'll lose some health. Here's what you need to do:

1 **Keep moving.** She's not a

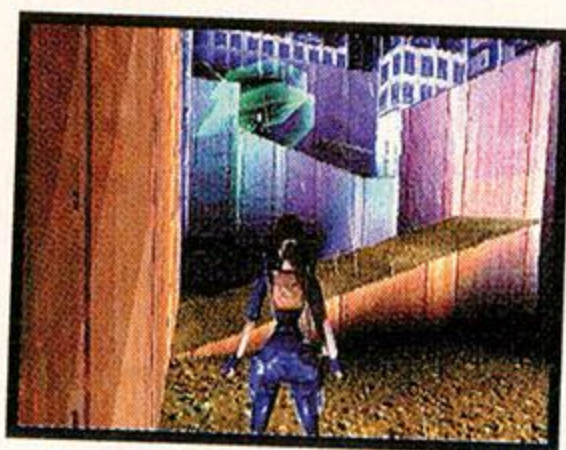
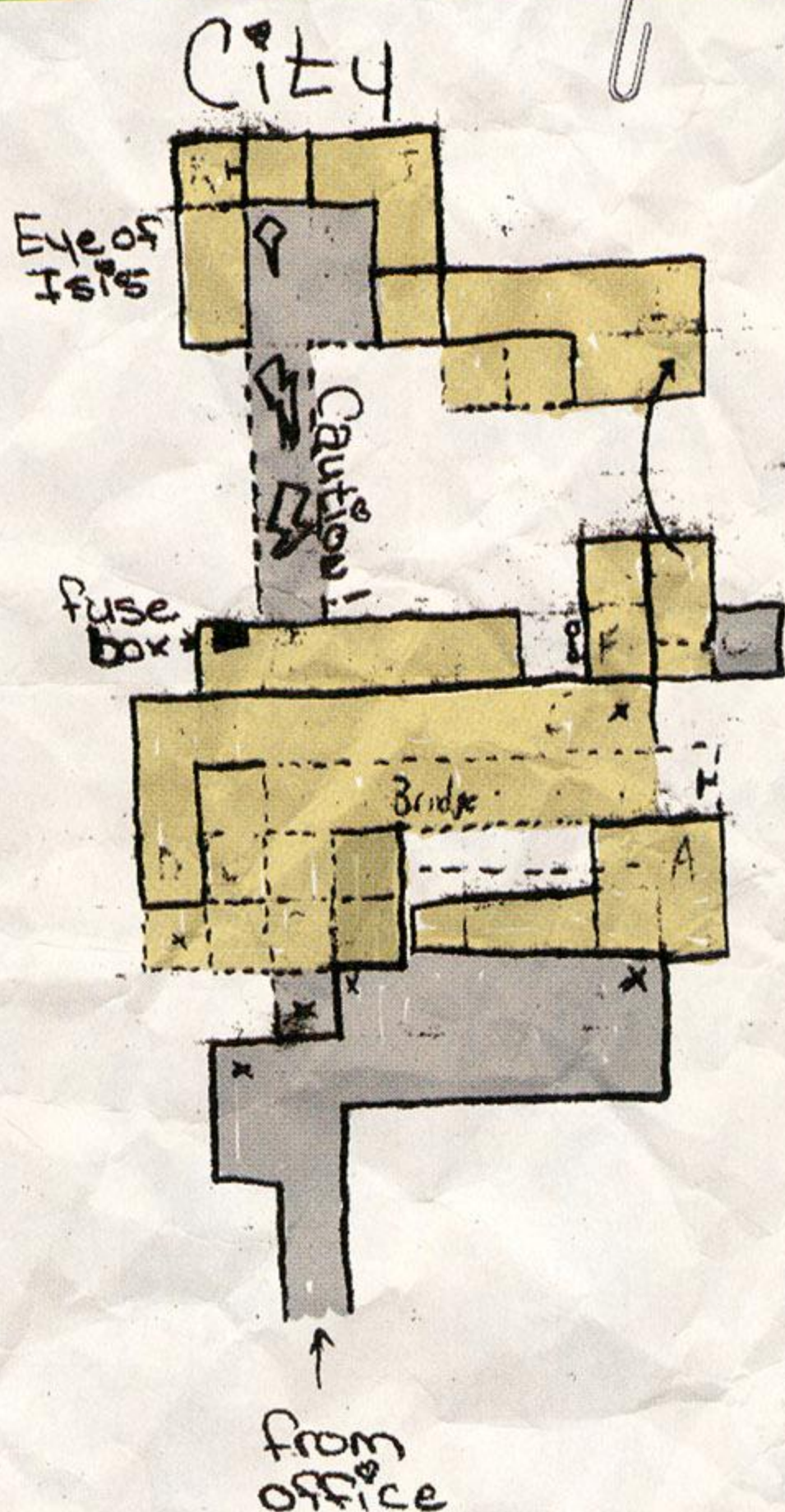
very good shot. Avoid backtracking or you risk running through the dangerous residue of the last blast.

2 **Maintain forward progress.** As you close the gap with her, she'll turn and move off to a new vantage point, buying you some time.

3 **Use cover.** The map is

marked with a small x in places where you can shelter from her blasts.

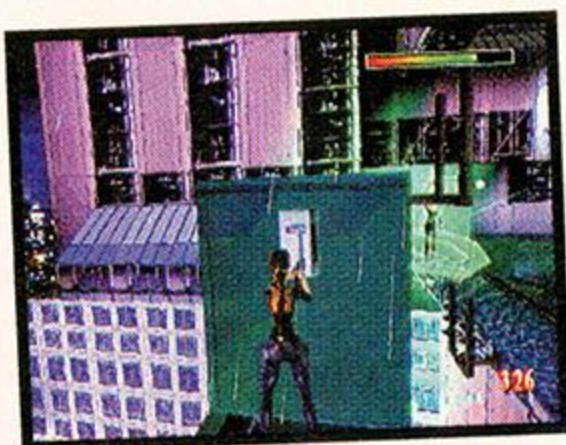
4 **Use your head.** Listen for her to stop to recharge (every 10-12 shots or so). Use this time to dash from cover to cover.



Once out in the open, find some cover from her blasts.



Have some healing ready when you cross open spaces.



Blast the fuse box to take out the "invincible" Boss.



2 The Master Plan

• While keeping all of the above tips in mind, here's what you need to do:

• **Follow her out of her office through the open door.** Run up the ramp and climb to area A. Jump up and grab the ceiling and work across to area B. Climb up onto ledge C and run to the switch at D. Run back where you now have access to E, and hop up to F. Follow the bridge around to G. Jump across to the scalable wall at H. Crawl through the I. Turn around and climb up; run and

jump to J.

• **From here you will notice two things.** First, she is standing on a large steel catwalk. Second, there's a fuse box in front of you. Get the idea? Shoot the fusebox and your problems are solved.

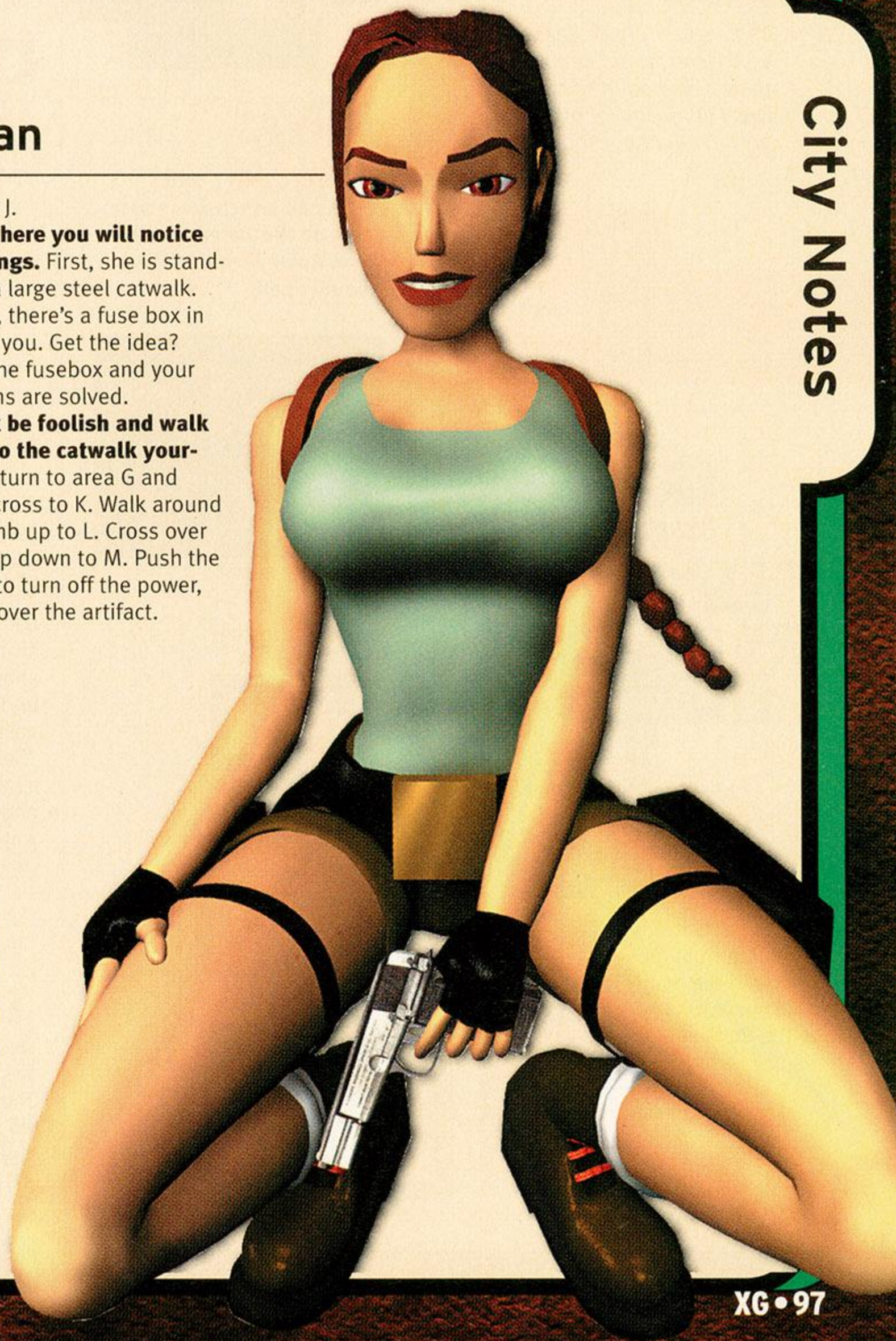
• **Don't be foolish and walk out onto the catwalk yourself.** Return to area G and jump across to K. Walk around and climb up to L. Cross over and drop down to M. Push the button to turn off the power, and recover the artifact.



A very easy secret, with a big payoff: Rocket Launcher!

! Before you climb onto the second bridge, drop backward off this block. Shimmy left and you can drop down into the crawlspace and get the secret.

City Notes





Lair of the Blind Ones



Level

4

Overview: This is perhaps the most confusing level of the bunch, thanks to its one-way drops and twisty underground passages that totally disorient all sense of direction. The pesky spiders make the fighting a bit tougher, too.

Map Key

- 2 Normal Warp
- \$ Eagle Feather Warp
- !!! Nuke Weapon Warp
- T Teleport to Boss Battle
- + Gold Health (Adds 100)
- + Red H. (to 100)

- △ Save Point
- Switch
- 6key Level Key (# shows level)
- 1 Primagen Key
- ! Point of Interest
- A Level Objective or Key Item
- 🦋 Eagle Feather

7 Start

Area St.

Notes: Maps at 70% scale. North is up!

Levels 4-6 and Updates



XG Strategy
by Nelson Taruc

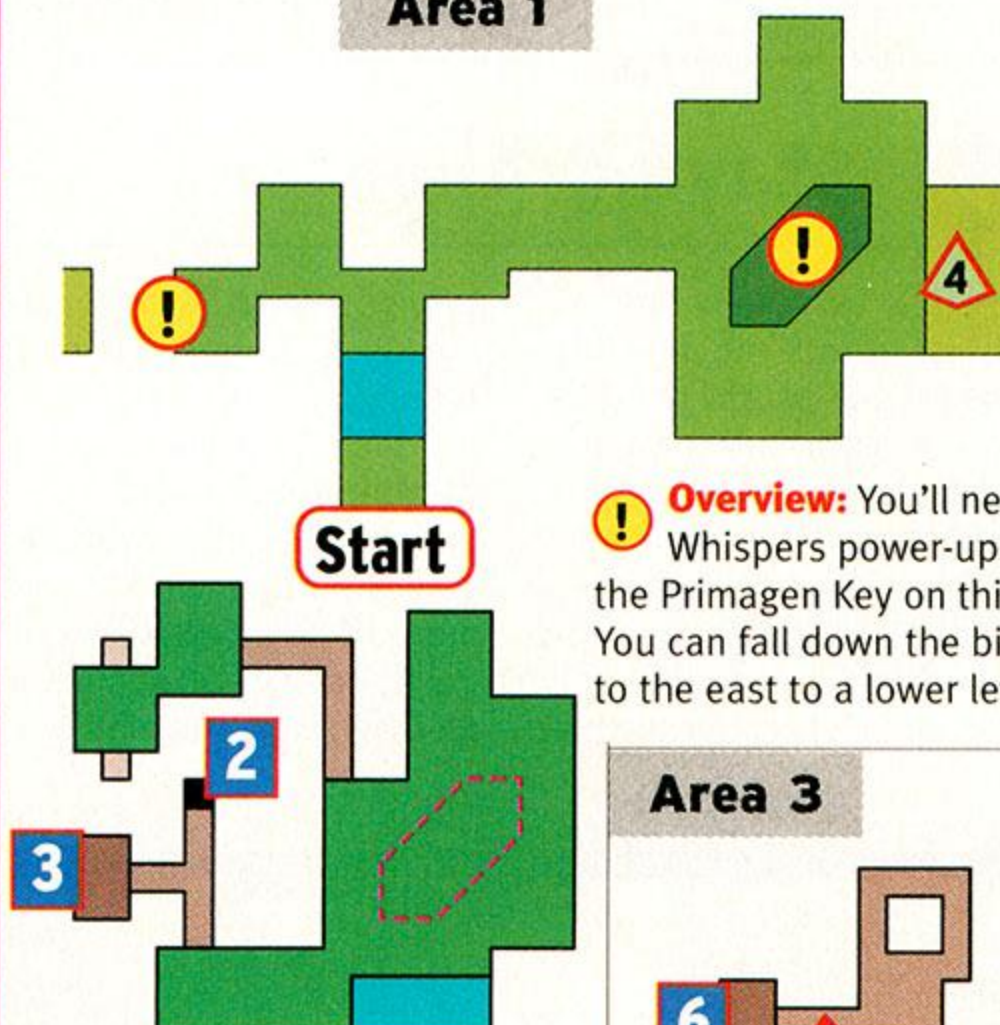
Well, I hope this ties up the loose ends from last month's guide (there were many). Both key items and objective locations for the last three levels are shown on these maps. On the last two pages are level updates and Boss tactics. I also have info on cheats that can be unlocked by beating Bosses. Hopefully, this and last month's guides will get you to the end on your own. Use this guide only when stuck since there are spoilers. Read at your own risk!

Thanks to Michelle Seebach at Acclaim for her help. Many thanks also go to Steve and Nigel at Iguana for answering my late-night questions. Enjoy!

Database

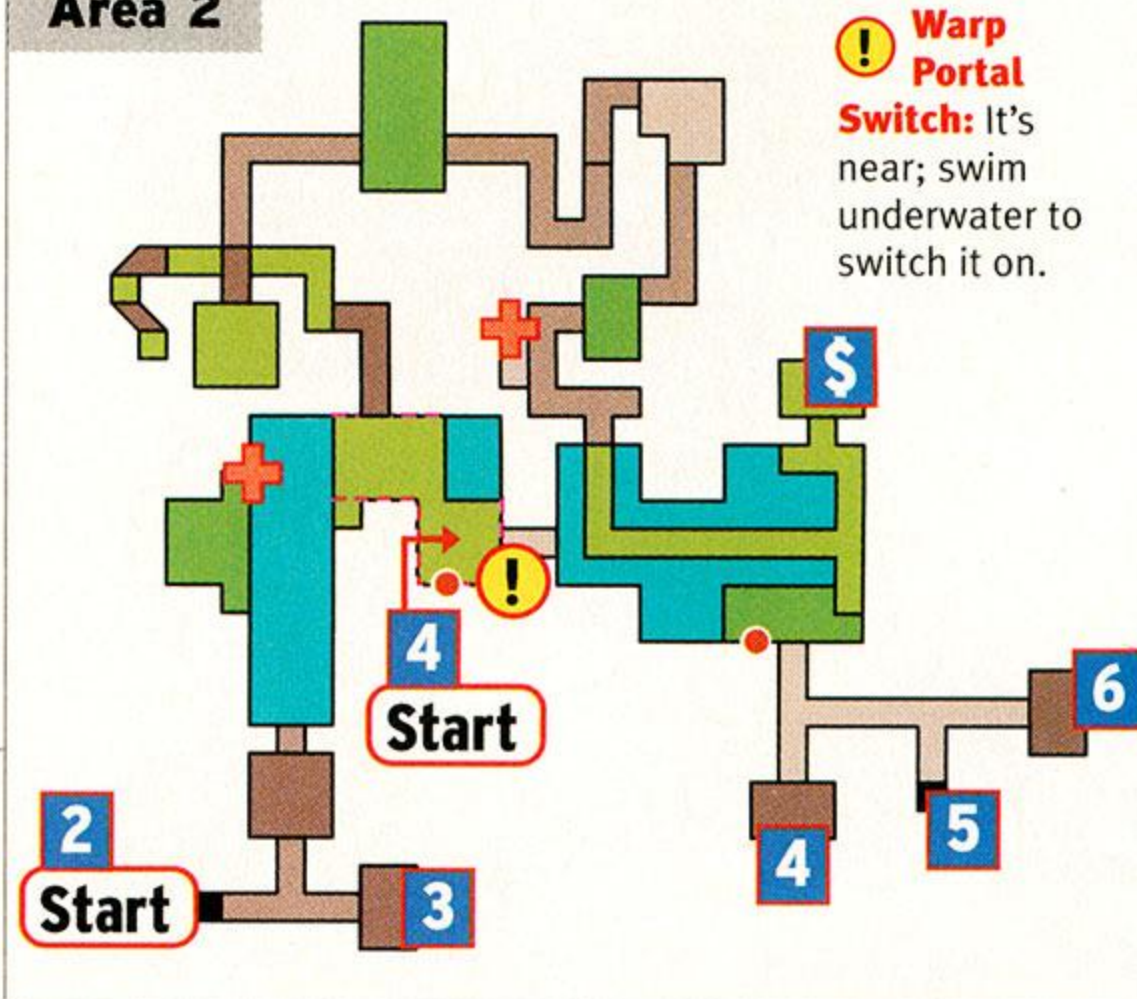
system Nintendo 64
publisher Acclaim
developer Iguana

Area 1



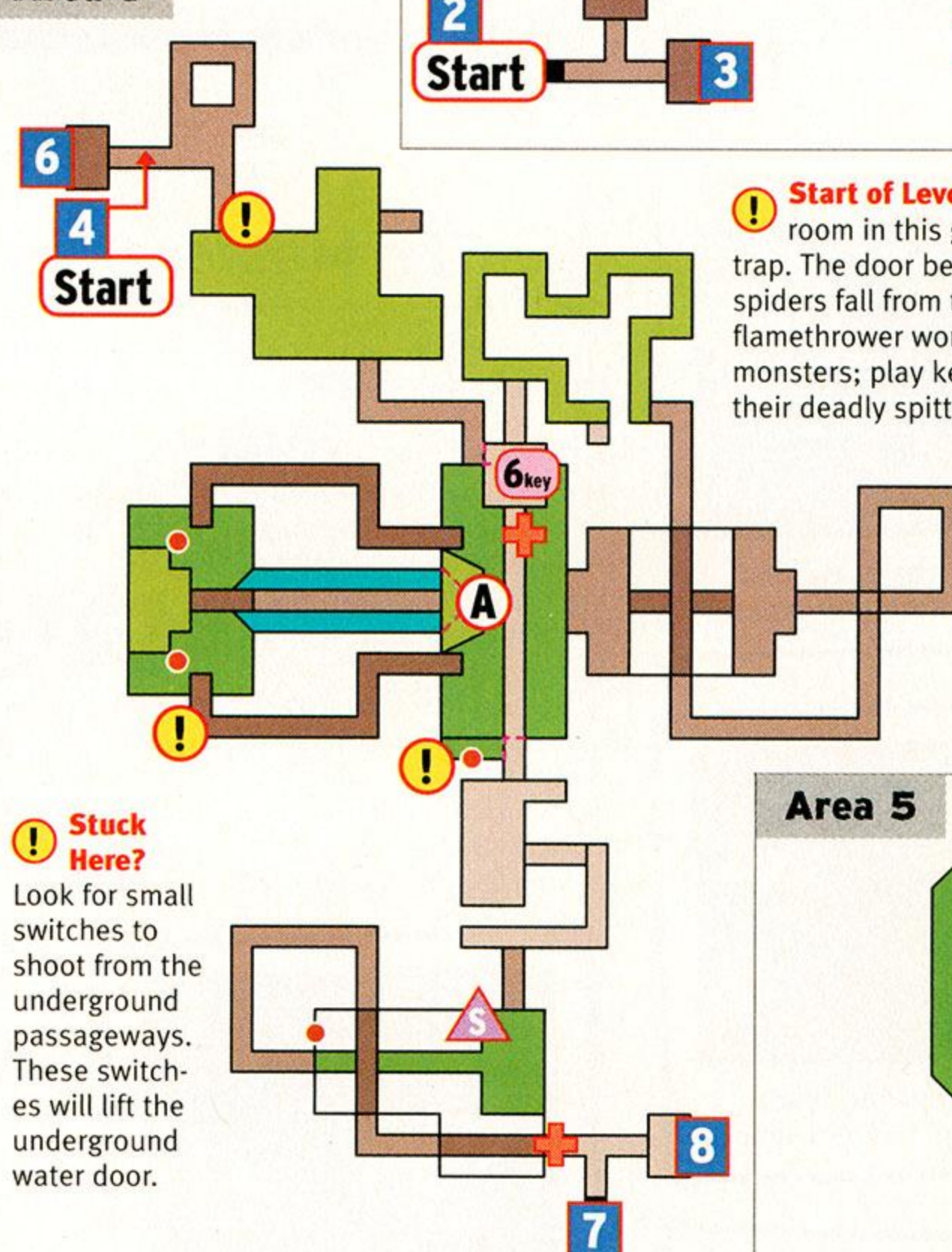
Overview: You'll need the Whispers power-up to grab the Primagen Key on this level. You can fall down the big hole to the east to a lower level.

Area 2



Warp Portal Switch: It's near; swim underwater to switch it on.

Area 3



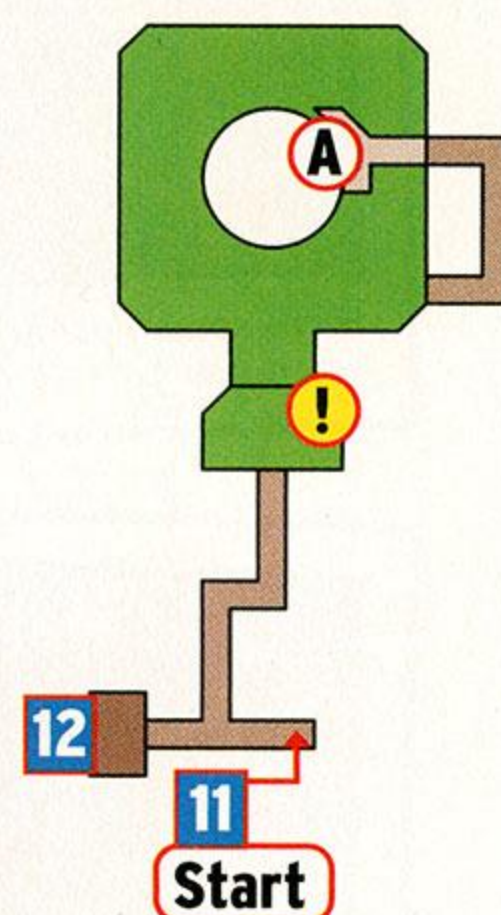
Start of Level Warning: The first room in this game is actually a trap. The door behind will lock as spiders fall from the ceiling. The flamethrower works best on the big monsters; play keep-away to avoid their deadly spitting attacks.

Stuck Here? Look for small switches to shoot from the underground passageways. These switches will lift the underground water door.

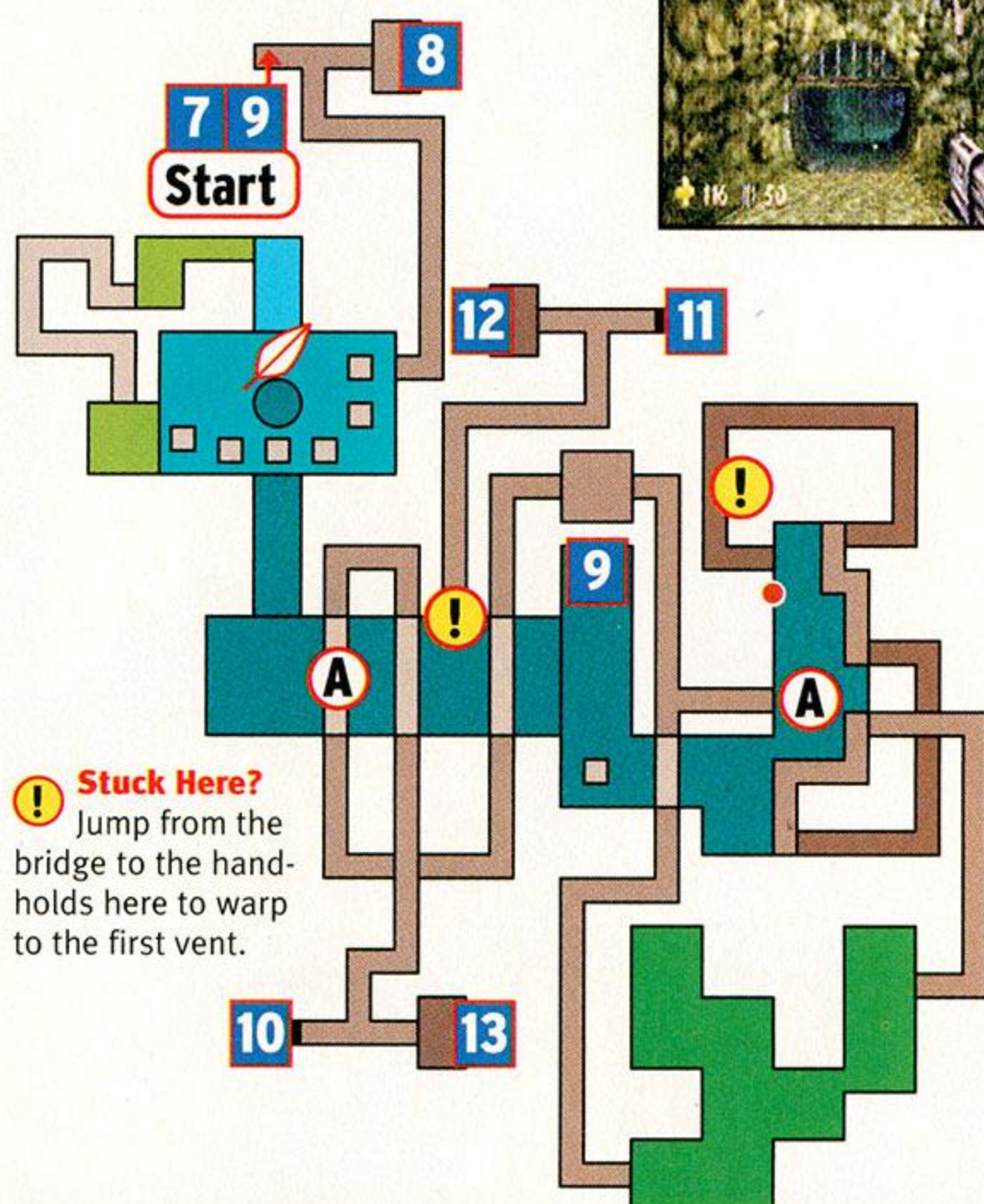
Clear the Objective: You won't be able to destroy the vents without first finding a satchel and the keys to unlock the vent doors. Every "A" listed on these maps refers to a key, satchel or objective spot.



Area 5



Go upstairs and put the satchel on the big rock to seal the vent.



Stuck Here? Jump from the bridge to the handholds here to warp to the first vent.

Area 6

! **Swim!** Better find the torpedo launcher ASAP to swim through quickly.

Area 8

! **Overview:** If you won't have the power-up that lets you walk on fire, you'll be in a bit of a jam here.

Area 7

! **I Need Air!** Swim up the various dead ends shown on the map. Those lead to little pockets of air that'll refill your oxygen limit.

Monster Tactics

TIP This method kills enemies easily with little loss of health or ammo. Charge a monster and hit it with a Charge Dart. Once it's shocked, quickly switch to the War Blade or other weapon and attack its head.



! **Stuck Here?** To cross these rotating platforms, stand on the left edge and use its momentum to jump. Use the "25" warp if you fall back down.



TIP Don't worry about falling into holes at this stage of the level. Almost every hole hereon in has a nearby warp that'll take you directly back to where you fell from.

! **Hey!** A spider guards the nuke portal switch.

Area 9

TIP Avoid picking up gold (ultra) Health icons. When you find the end of a level, back-track to get one and save ASAP to defend the totem at 200 health.

! **Stuck Here?** Many people might miss this hidden path on the map below that leads to an underground passage and the third vent. Look for a Tek Bow as a hint to find the path.

! **Key Pit Stops:** If you're walking around and hear an odd "whooshing" sound, you're in luck. That means there's a regenerating Ammo or Health icon nearby. Use these points to restore Turok before saving or moving onward.



! **Key Points:** At right, save before touching the door—it's a spider trap! At left, get the red health by jumping from the corner.

A Clear the Objective: To get the two keys to get to the final vent, snipe the four enemies hidden in the cocoons in each room without ever being seen! Move slowly until you see the edges of their heads (start with the two in the back), then shoot. Turn off the Auto Aim Option!



Level

Hive of the Mantids

Overview: This clear-cut level design is a refreshing pace from the chaos of Level 4—that is, until you get to the end. That's when the level gets crazy. All the enemies crank it up a notch now, so health becomes key.

Weapons to Find: Fewer than last level, but certainly more powerful are the PFM (a mine launcher), Firestorm Cannon and Scorpion Missiles. The latter two are arguably the best weapons in the game.

Talisman Power-ups: This level rewards you with the Whispers power-up if you can get the Feather—which isn't too tough to find. A tougher task is finding the force field maker that blocks the way to the portal.

Area 1

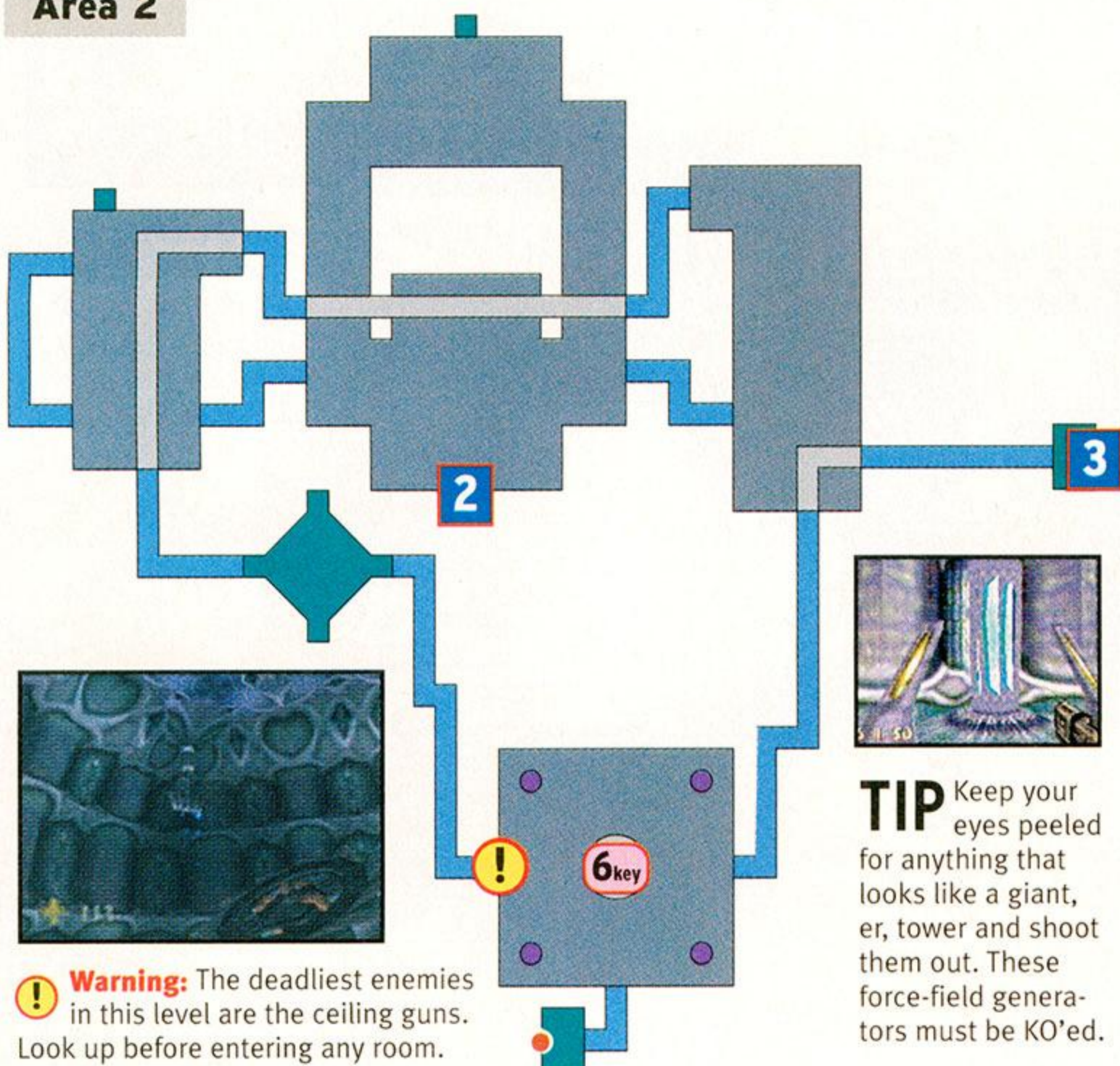
Start



Tough Start: Immediately at the start of the level, guns'll start blazing. Quickly charge left to dispatch the laser guns. Then watch out for a door to open at left to kill the Mantis flying out. Immediately run in to stockpile regenerating power-ups: It's a safe zone.



Area 2



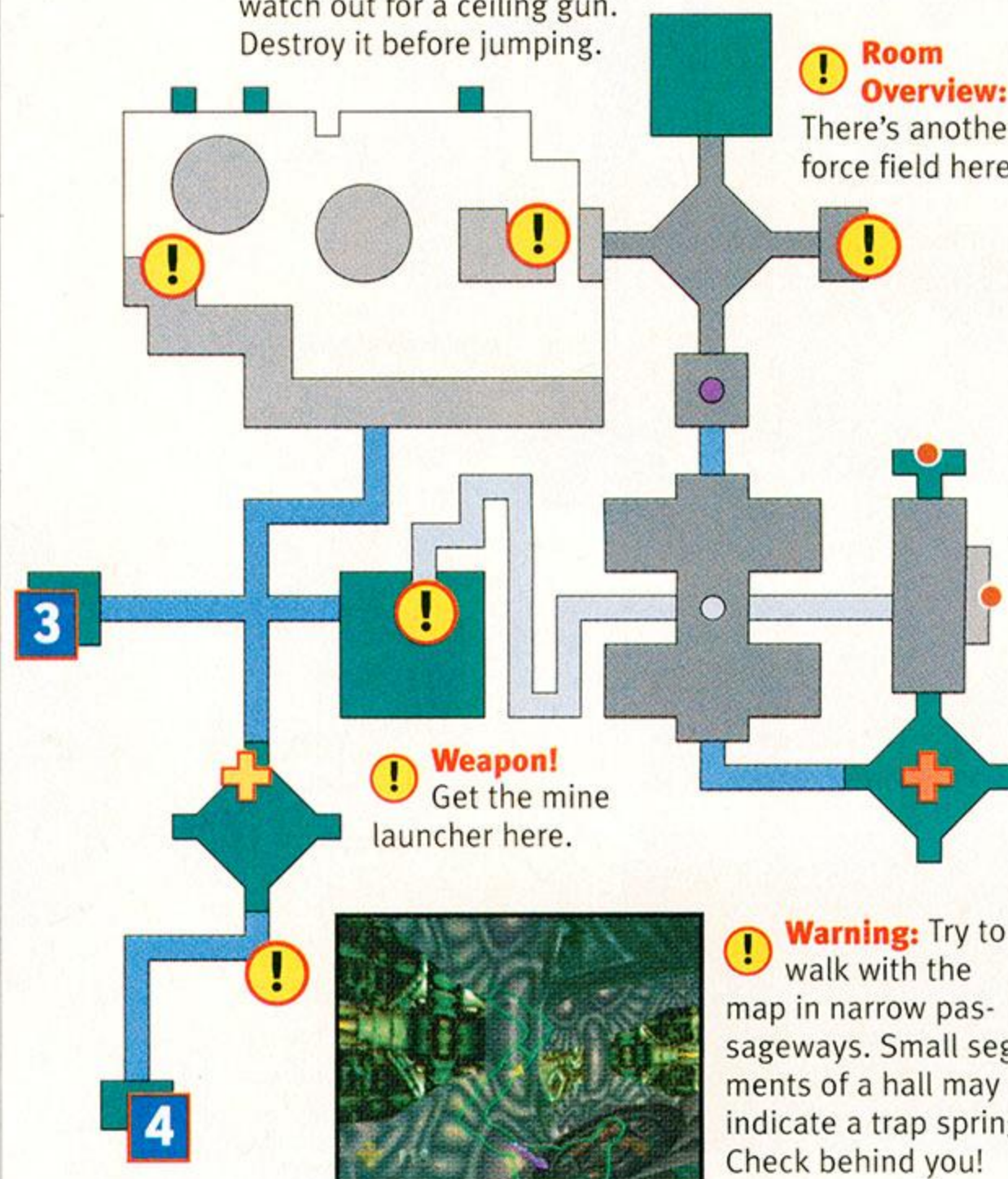
Warning: The deadliest enemies in this level are the ceiling guns. Look up before entering any room.

TIP Keep your eyes peeled for anything that looks like a giant, er, tower and shoot them out. These force-field generators must be KO'ed.

Area 3

Room Overview: At left, you'll need a leap of faith to reach the big platform below. At right, watch out for a ceiling gun. Destroy it before jumping.

Room Overview: There's another force field here.

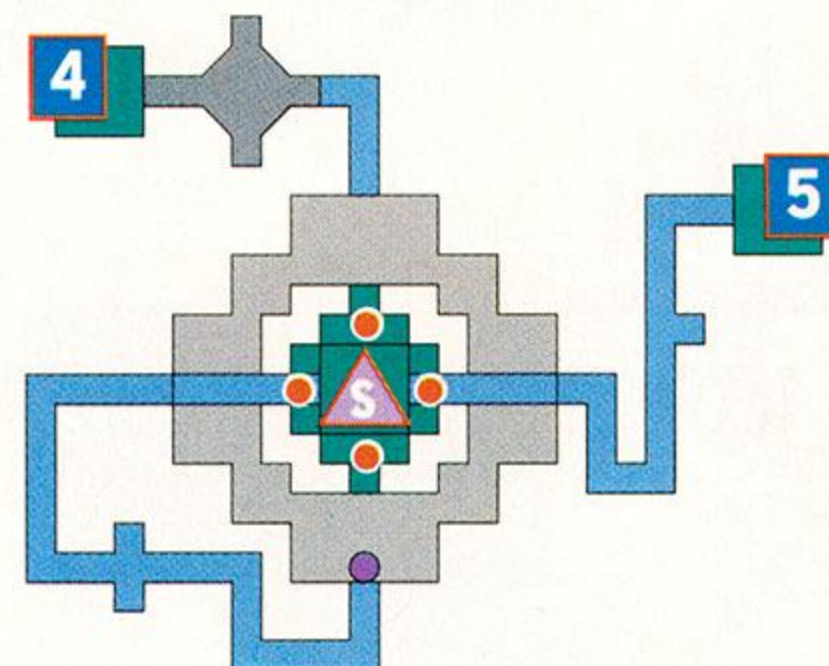


Weapon! Get the mine launcher here.

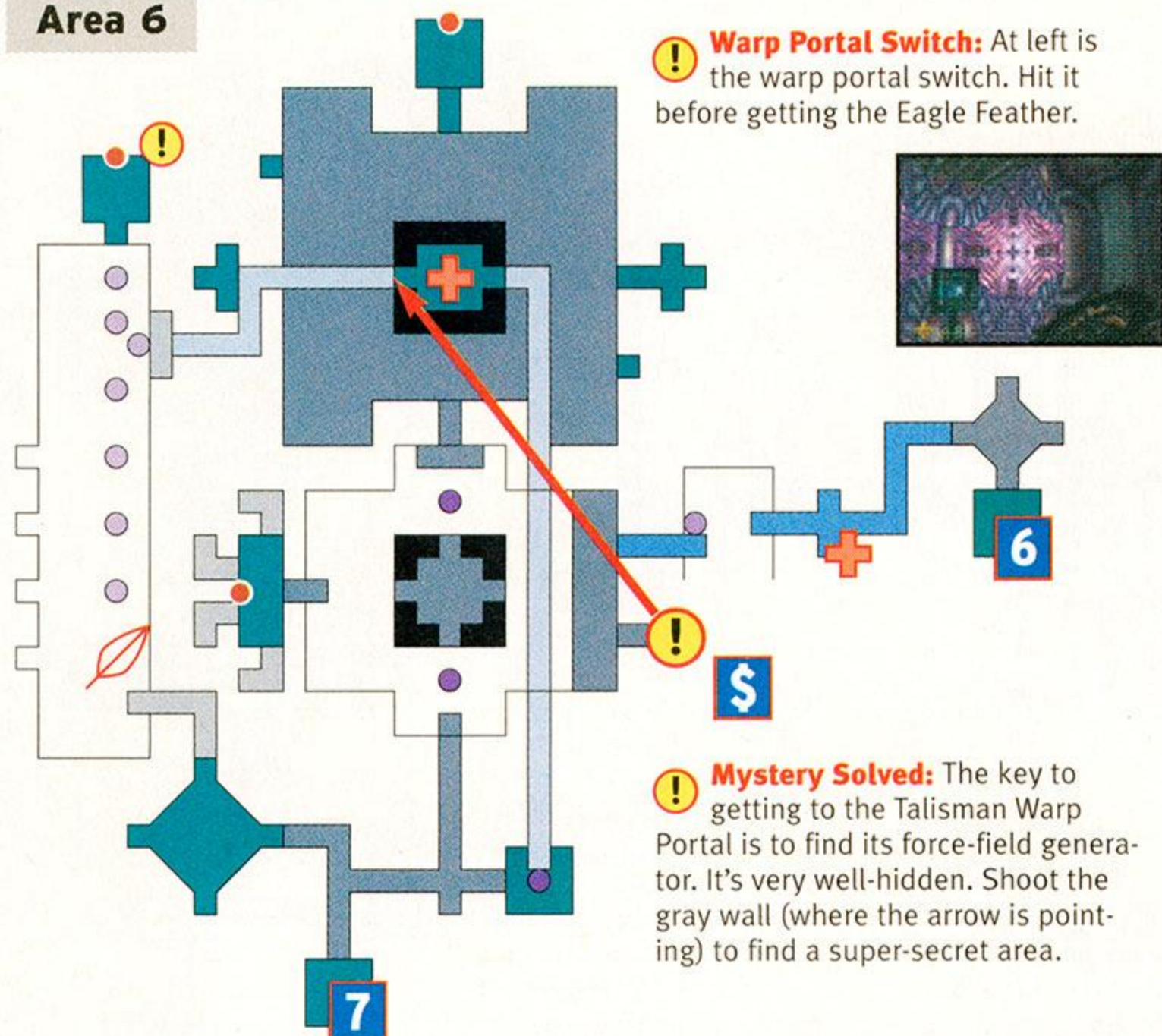
Warning: Try to walk with the map in narrow passageways. Small segments of a hall may indicate a trap spring. Check behind you!

Area 4

TIP In the great scheme of things, you should be able to reach the save point without dying once. If you have, consider resetting and replaying the level to get a save with lots of extra lives in reserve.



Area 6



Warp Portal Switch: At left is the warp portal switch. Hit it before getting the Eagle Feather.



Mystery Solved: The key to getting to the Talisman Warp Portal is to find its force-field generator. It's very well-hidden. Shoot the gray wall (where the arrow is pointing) to find a super-secret area.

Area 5

Backtracking: Here's the location of the switch that opens up the Nuke Weapon portal in this area. After hitting the switch, you'll need to double back and enter the portal.

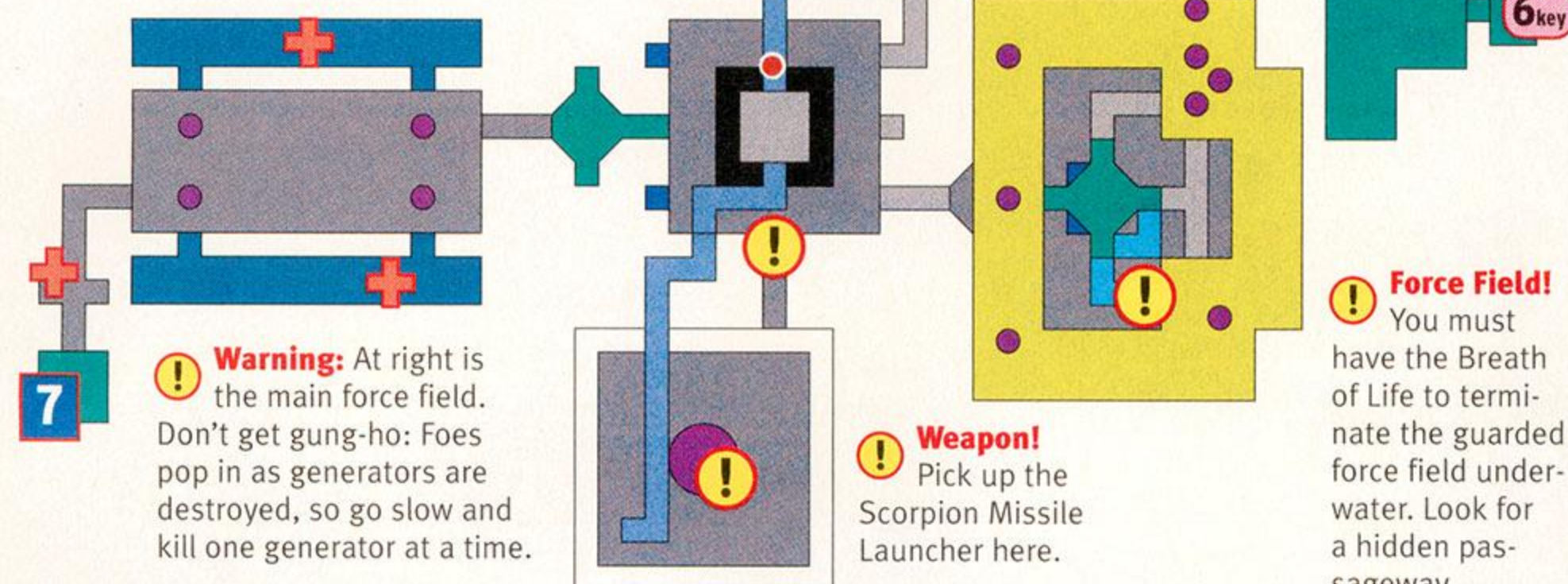


Blow Me Up: Here's another force field to destroy.

Area 7



TIP Try not to be surprised by the two monsters that pop out of the sides of the first room in this area. If you can kill them both quickly, you should try to save the ammo/health here for later use.

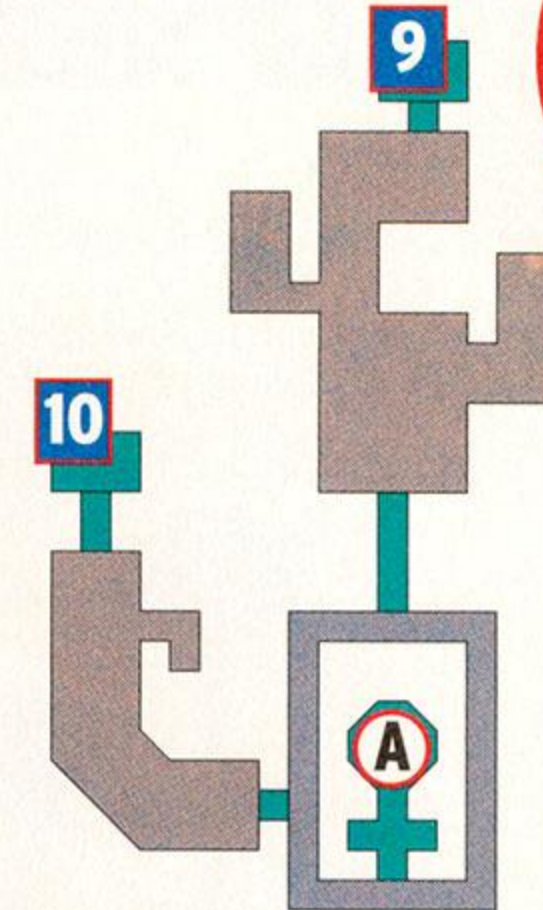


Warning: At right is the main force field. Don't get gung-ho: Foes pop in as generators are destroyed, so go slow and kill one generator at a time.

Weapon! Pick up the Scorpion Missile Launcher here.

Force Field! You must have the Breath of Life to terminate the guarded force field underwater. Look for a hidden passageway.

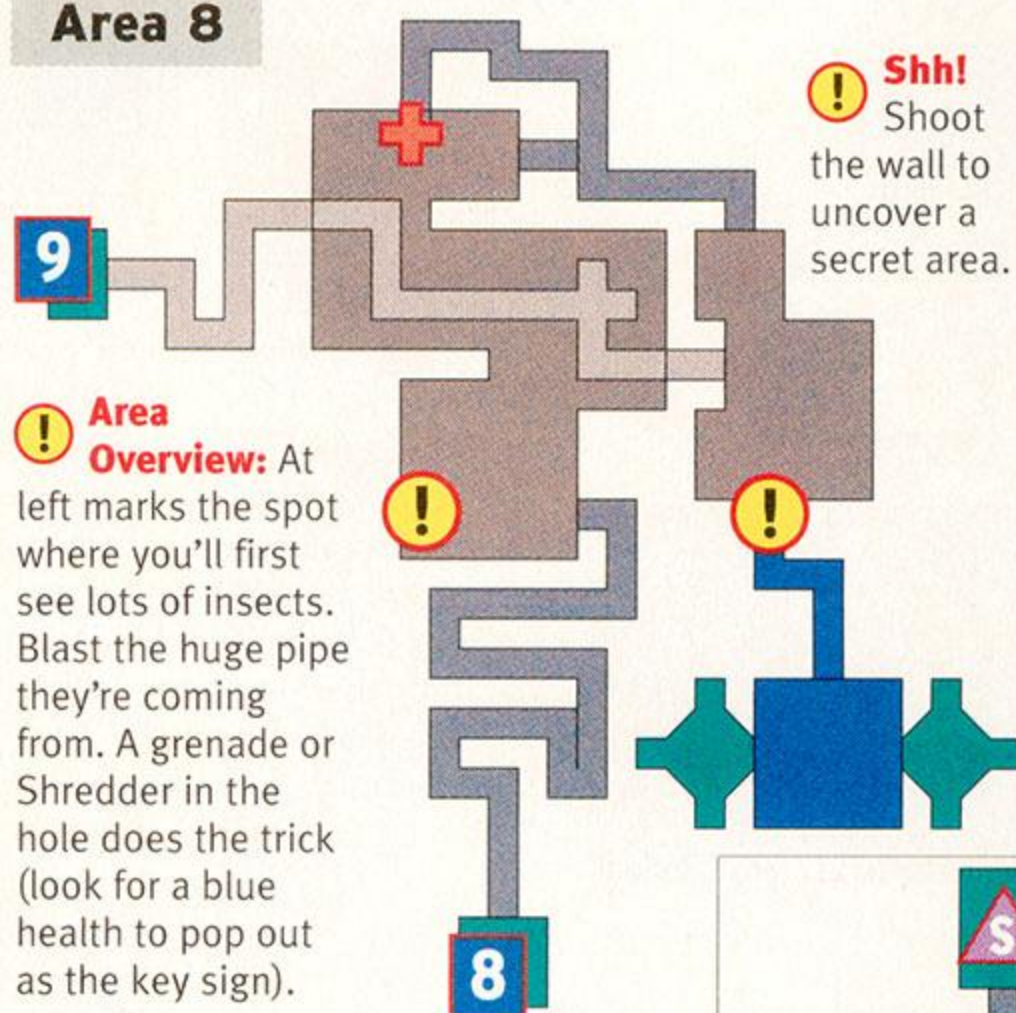
Area 9



Monster Tactics

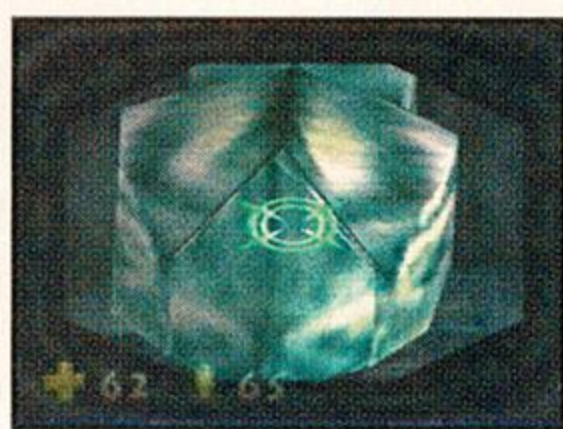
A Clear the Objective: This can be the easiest of objectives to finish—or the hardest—depending on how smart you play it. Whatever you do, don't rush into things...

Area 8



Area Overview: At left marks the spot where you'll first see lots of insects. Blast the huge pipe they're coming from. A grenade or Shredder in the hole does the trick (look for a blue health to pop out as the key sign).

Shh! Shoot the wall to uncover a secret area.



1. First, use a flamethrower to get in the hallway. Once in the hall, DO NOT destroy any eggs—this alerts enemies. Move slow and scan ahead to look for sniping attacks; foes are about.

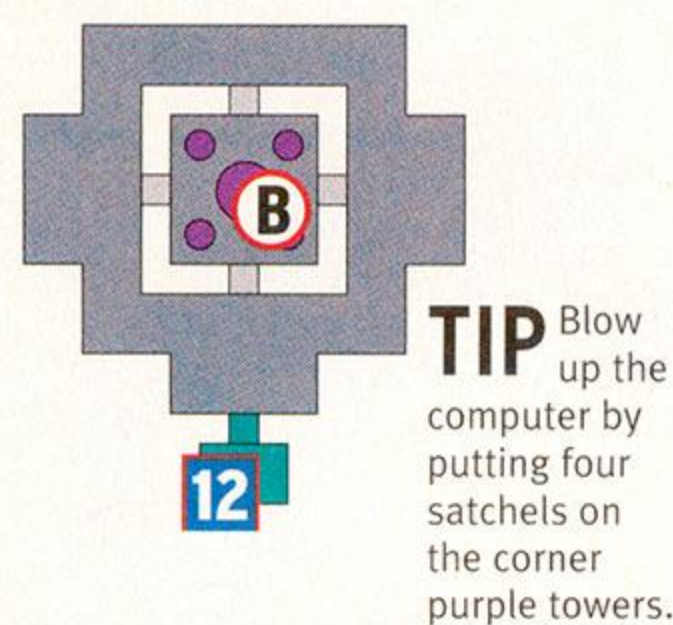


2. Here's the key: When you reach the entrance to the Queen Embryo Room, DON'T GO IN! Stand outside and clear the obstacles with a flamethrower. You'll get a clear shot in.



3. Using any heavy weapon or sniper gun, attack the hanging embryo until it falls, then shoot it while it's down. Guards won't pop up unless you enter the room. Stay far, stay safe!

Area 11



TIP Blow up the computer by putting four satchels on the corner purple towers.

Area 12

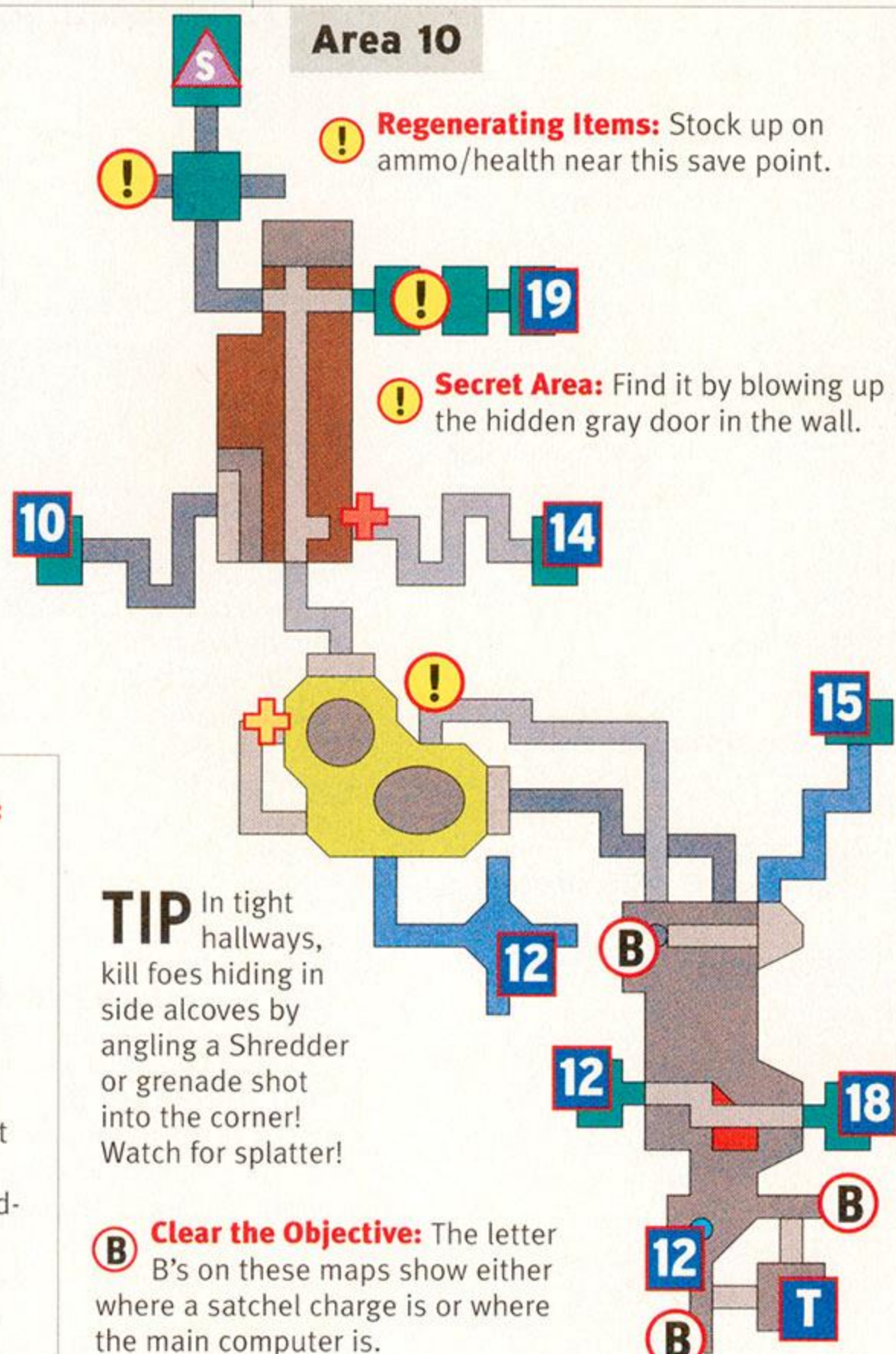


Get the Key: You need to get the Eye of Truth talisman from Level 6 before backtracking here to get the Primagen key. Watch out for the two enemies guarding the key. They can be easily sniped.

TIP In tight hallways, kill foes hiding in side alcoves by angling a Shredder or grenade shot into the corner! Watch for splatter!

B Clear the Objective: The letter B's on these maps show either where a satchel charge is or where the main computer is.

Area 10



Regenerating Items: Stock up on ammo/health near this save point.

Secret Area: Find it by blowing up the hidden gray door in the wall.

Area 13

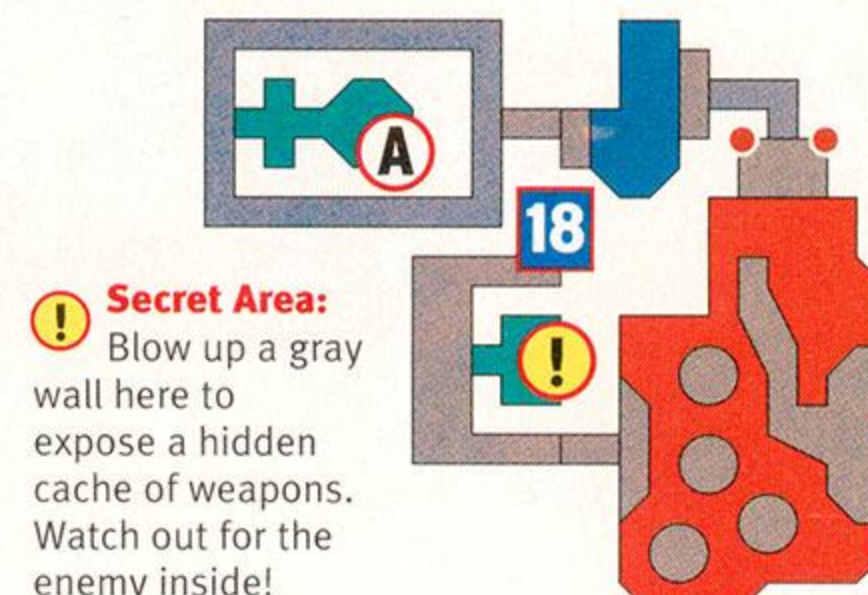


Secret Area: Climb a gray wall near yellow squares to get this gold health power-up.

Secret Area: You'll need the Leap of Faith talisman to get to these weapons.

TIP Stuck? Look for brown netting along any wall. These are actually vines that you can climb up.

Area 14



Secret Area: Blow up a gray wall here to expose a hidden cache of weapons. Watch out for the enemy inside!





Level

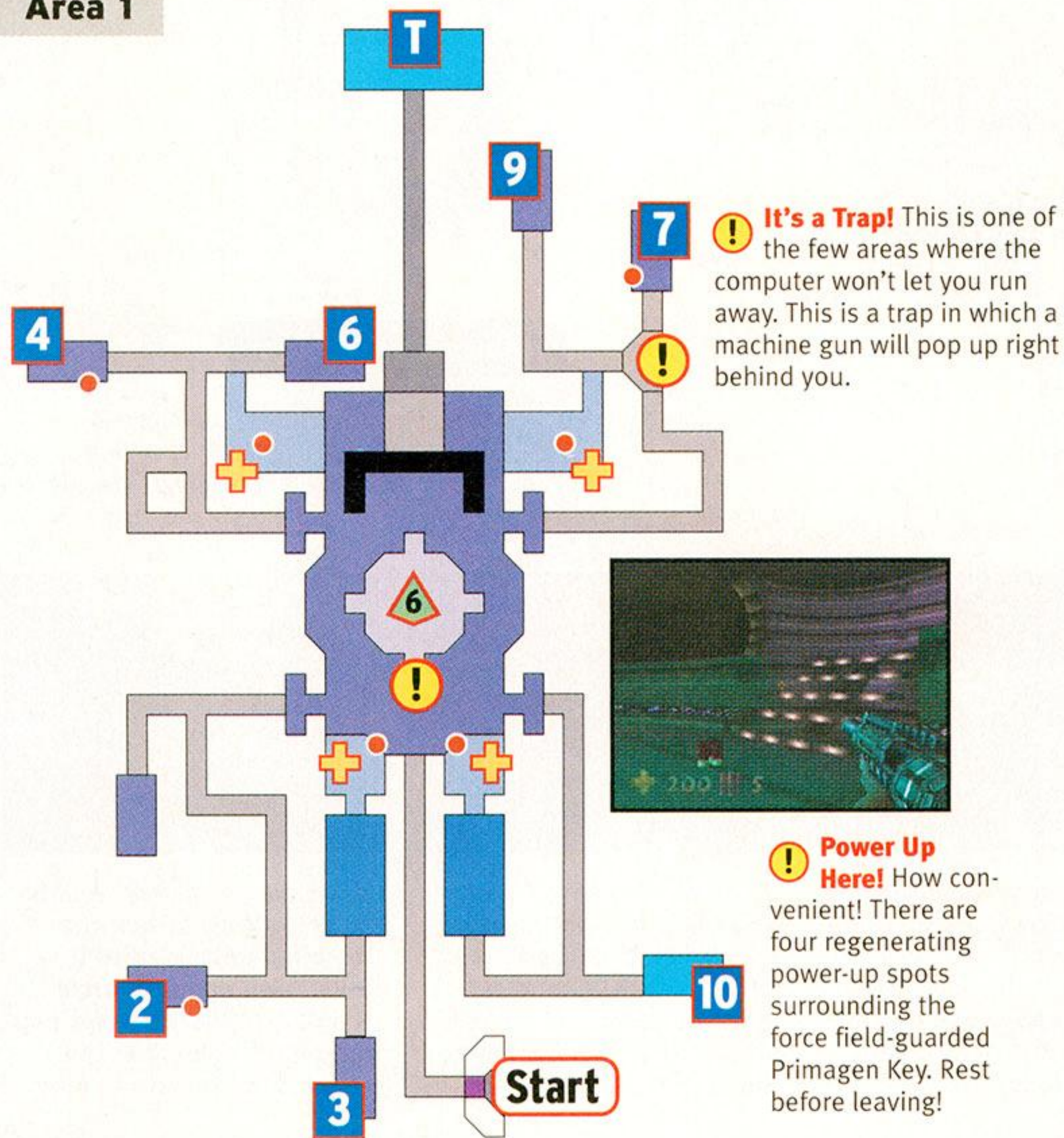
Primagen's Lightship

Overview: If you've turned on the Big Head code, you'll find it much easier to kill enemies in this level. Many areas have dead ends and return paths, but it's fairly straightforward. Tough puzzles lie at the end.

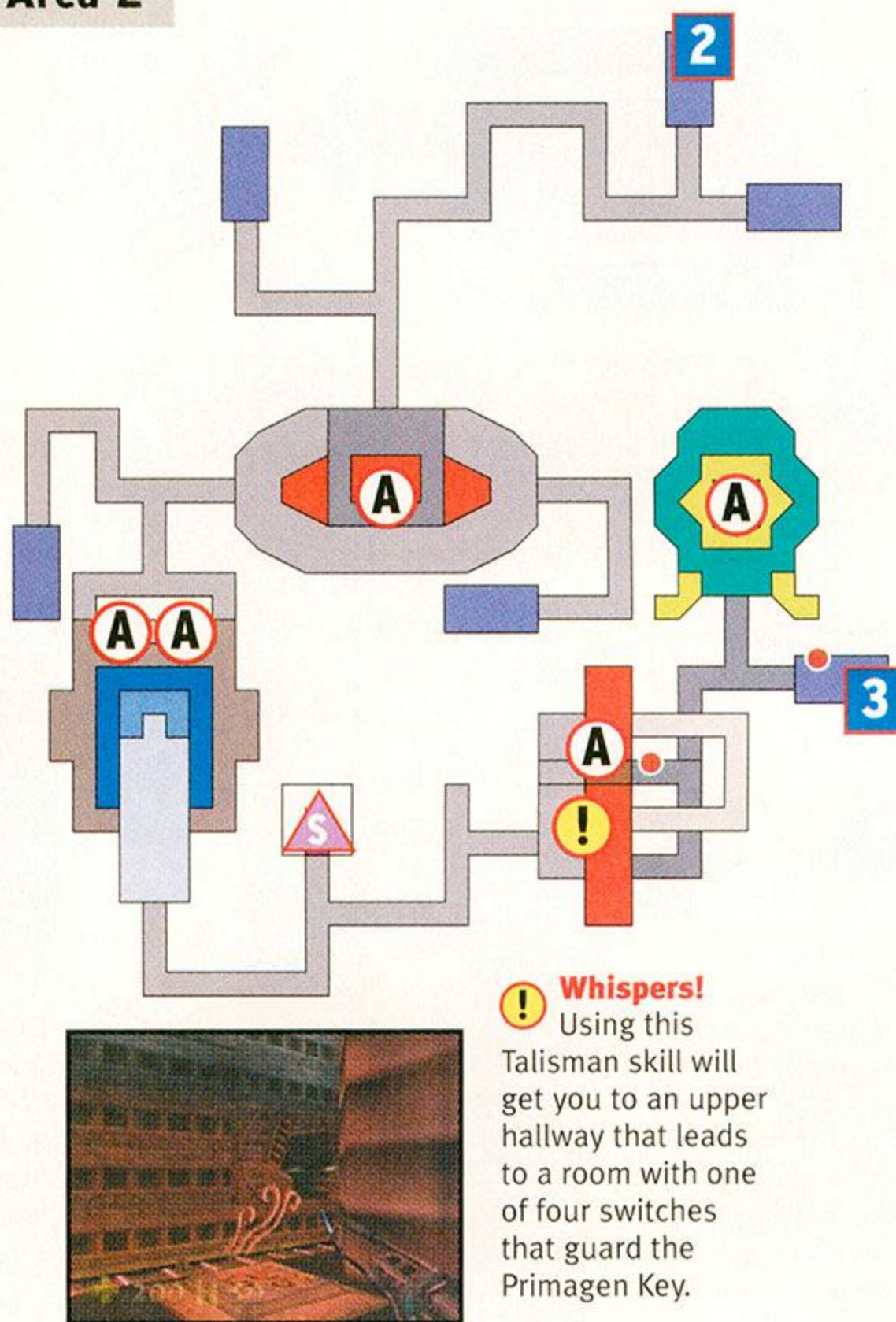
Weapons to Find: The Razorwind, a throwing blade, is tough to control but great at close range. The only other weapon is the Nuke, but it requires all six Nuke parts gotten in the earlier levels.

Talisman Power-ups: This level rewards you with the Eye of Truth, which you need to obtain the Level 5 Primagen Key. You'll need this skill to unlock the Level 6 Primagen Key as well.

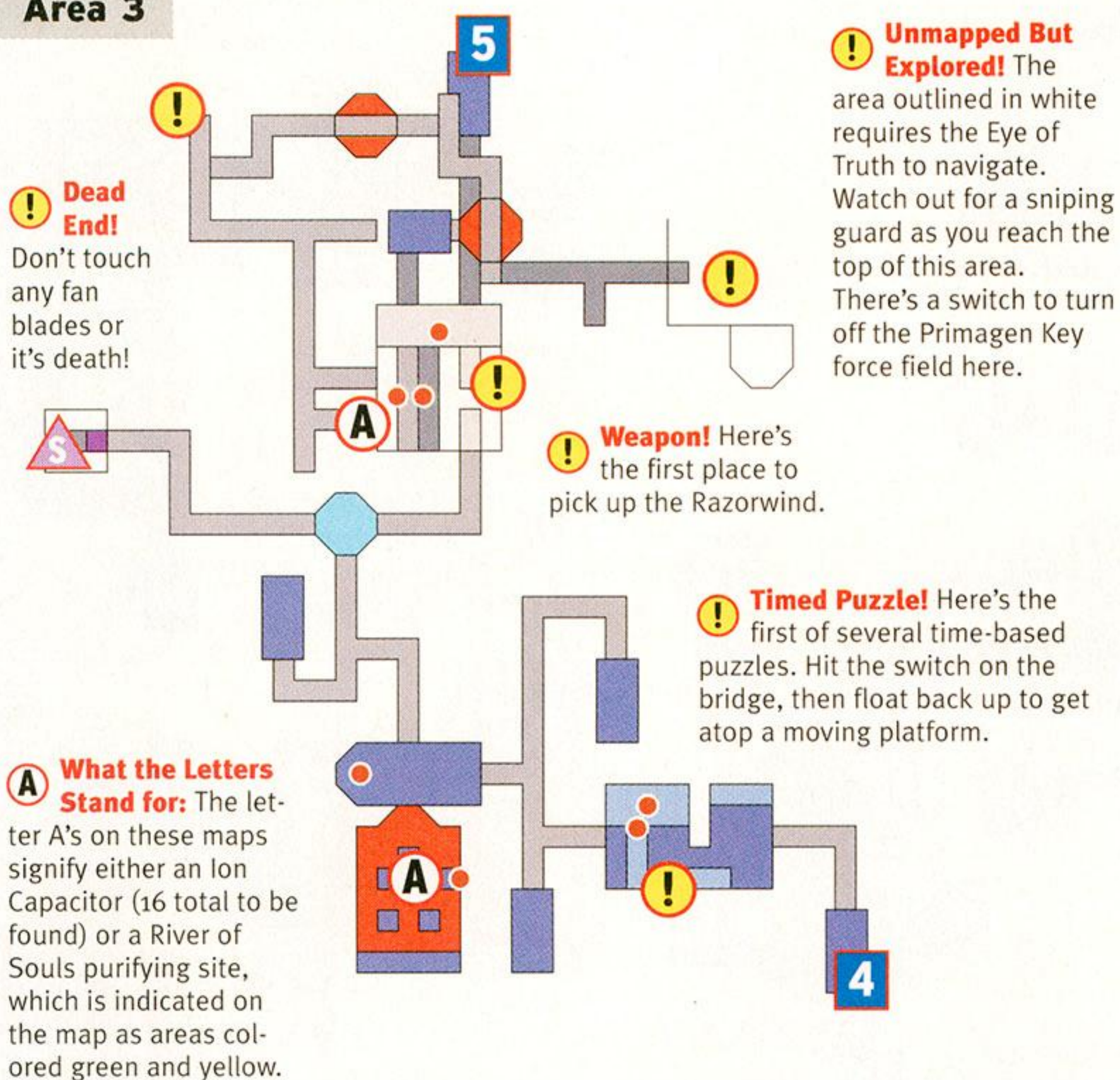
Area 1



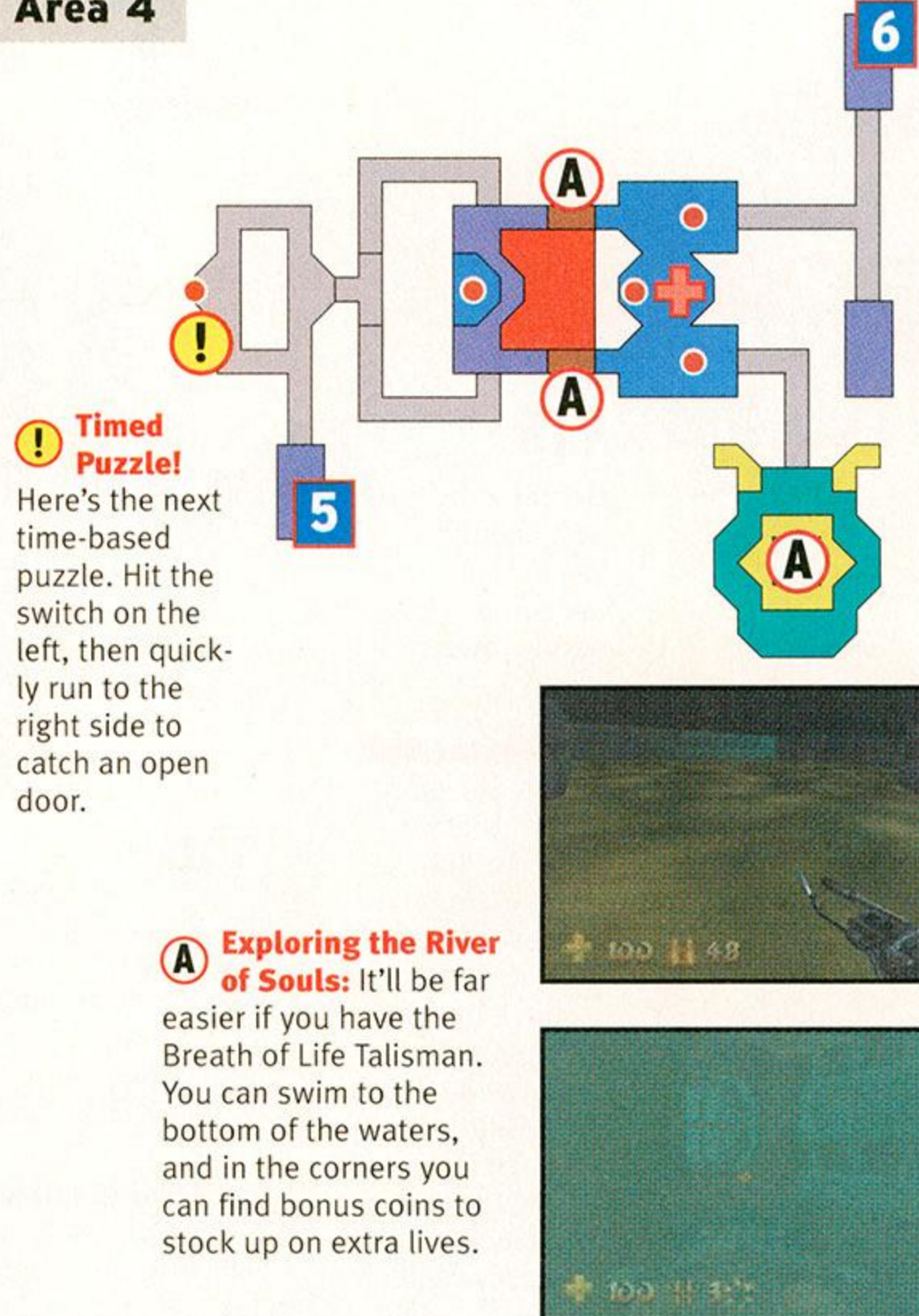
Area 2



Area 3



Area 4





! Air Vent High
Jinks: In the red rooms, watch out for guns that pop out to snipe you.

Open Door Policy: To get from the left switch to the right switch, make sure to open the door to the room (stand close to it) before hitting the switch.

⚠ Another Switch: Here's where the third switch for the Primagen Key is located. Again, you need the Leap of Faith Talisman skill to get to the other side. Watch out: That area is guarded!

TIP When returning to Area 1, please keep in mind that monsters regenerate between warps back and forth. Don't let your guard down when returning.

A schematic diagram of a 3-way valve assembly. On the left, a blue pipe with two circular ports is labeled with a red-bordered box containing the number '10'. This pipe connects to a central grey valve body. Inside the valve body, a white rectangular piston or plug is labeled with a red-bordered box containing the number '14'. To the right of the valve body, another blue pipe with two circular ports is labeled with a red-bordered box containing the number '11'. A pressure gauge, labeled with a red 'A' inside a white circle, is connected to the right side of the valve body. The gauge has two red dots indicating pressure measurement points.

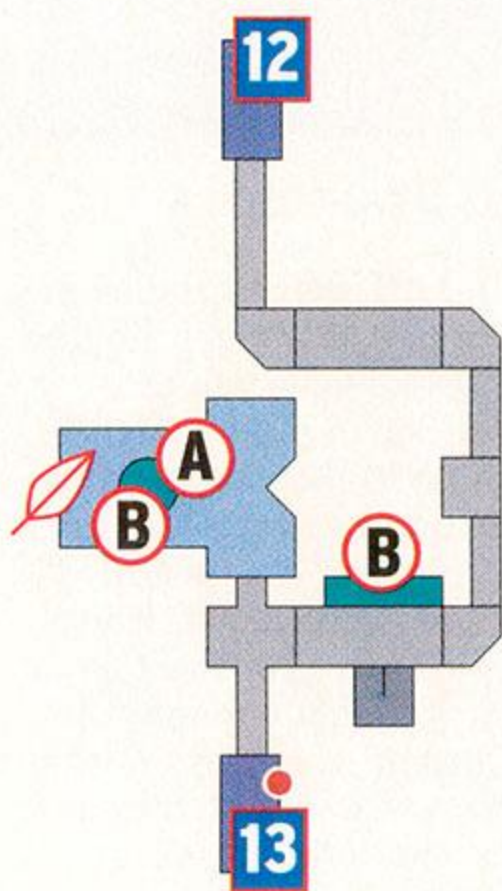


TIP The best way to kill the guns that pop out from the ceiling is to use a Shredder. Its wall-bouncing bullets usually silence the gun, even if the shot's not accurately aimed. Also, retreat as you shoot; the guns have a fixed range.

(B) First Enemy Assembly Site! To render this factory useless, shoot open the door that's running the motor. Take the Shredder to blow up the pistons housed inside.

! Eagle Feather Switch: Just to the left of Objective B is the portal switch to open up the Talisman portal.

B Get Two Blue Power Cells Here! This secret area on the assembly plant floor has two blue power cells for the taking. Look at the posts near the conveyor belt.



B Put Two Red Power Cells Here!
To destroy this third factory, you must replace the blue power cells with red ones. Look below on where to get red power cells!



! Nuke Portal Switch: It's guarded by a force beam. Turn it off by replacing its red power cells with safe blue ones.

A
Water:
Watch
for traps
as you
replace
ions!



B How Many Factories? The game won't say, but the answer is three. Kill the motor to destroy the first factory. Destroy the computer to kill the second factory. Then switch the red and blue power cells to destroy the third factory right at its assembly line!

A Purifying the Water: Make life easy by replacing the red power cells running the force fields here with blue ones. The final Primagen Key switch is near, too!





Fight

Boss Strategies

Overview: The ends of Levels 4-6 and Level 7 all feature enormous Bosses to fight, usually in a circular arena. On this page are details on how to beat all of them the first time around.

Lair of the Blind Ones

Giant Eyeball with Worms



The first goal is to take out the worms with a flamethrower or other small arms. Kill all but one if you want to pick up regenerating health/ammo power-ups.

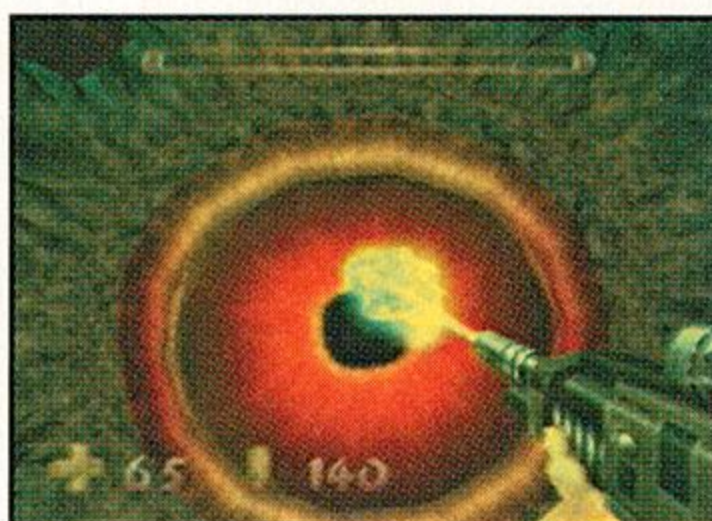


After another worm wave, take shots at the spitters found on the ceiling. After the third worm wave, look for ceiling tentacles you must shoot to destroy.

Cakewalk Difficulty



To defeat the first form, shoot the tentacles coming out of the wall. Again, the flamethrower or Shredder both work well here. Focus on one tentacle at a time.



At the end of the battle, you'll have to shoot out the huge blinking eyeball at the very top of the ceiling. Get ready for a downpour of crud once it blows up!

Hive of the Mantids

Insectoid Boss



This Boss is fairly tough unless you know where to hit it. Look for the flashing body part. The first targets are the side legs that shoot. The second is the abdomen and thorax. The third target is his big shooting arms. I used the Scorpion Launcher at close range to score big hits quickly. Don't worry about aiming too precisely; get close and hammer away. The final target, when it's down, is its head. Use the Firestorm Cannon (or other rapid-fire weapon) and aim at his noggin. Remember to avoid the Boss' blasters, since they inflict the most damage.

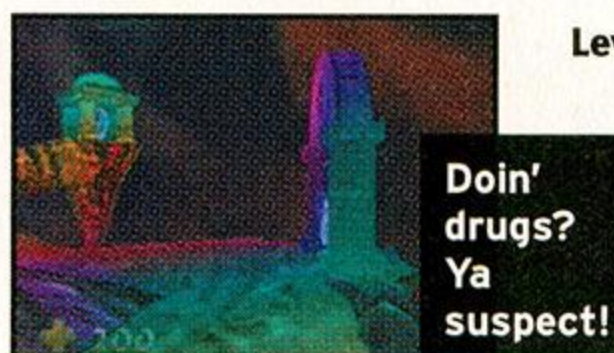
Challenging Difficulty



When the Boss disappears and the little insects creep in, kill all but one of them. Use the regenerating power-up spots to replenish ammo and health.



Cheats! Defending a totem pole or defeating a Boss unlocks one of several cheat codes. At right is a chart detailing what gets unlocked at the Standard difficulty. I wholly recommend playing with All Map and Big Head/Feet Mode turned on to make Level 6 far easier!



Doin' drugs? Ya suspect!

- Level 1: Frooty Stripes**
(a psychedelic visual effect)
- Level 2: Pen and Ink Mode**
(play in line-drawing styles)
- Level 3: Gouraud Mode**
(play with textures off)
- Level 4: Stick Mode**
(play with stick figures)
- Level 5: All Map**
(shows entire map, but not hidden areas)
- Big Head/Feet Mode**
(makes extremities hilariously large)
- Tiny Mode**
(makes bodies tiny)
- Blackout**
(darkens levels, making it tough to see ahead)
- Level 6: All Weapons**
(unlocks all weapons you may still be missing)
- Level 7: Invincibility**
(enable this cheat to never get hurt)
- All Special Objects**
(play with no need to pick up objective items)
- Infinite Ammo**
(shoot away to your heart's content)
- Warp**
(choose any Boss fight or level to play in)

Primagen's Lightship

Fat Arm Swinger



This fat Boss must first be hit in the arms for its first two forms. In the first form, jump when its arms swipe at you. In the second form, continue strafing left or right while shooting the arms. For fun, try using the Razorwind on the Boss when at close range.

Not-too-Tough Difficulty



Achtung! To fight the real Boss in the ship, you'll need to mount all six Primagen Keys over the hole.

Final Brain Boss

First off, before you even put the last Primagen Key in place, make sure you're stocked up on lives (nine), health (200 max.) and ammo (the start of Level 5 is a good place to get up to speed). Then save your game. If you die, you'll get to restart easily.

Surprisingly enough, the first form of this Boss is the toughest. After it shoots out bombs and flying insects (which must all be killed before the Boss shows up), it will drop in. The first form can heal itself, but you can halt the healing process with head shots. The Shredder seems best for this task. Stay in the middle of the screen to keep stocking up on ammo. Don't let it get away, ever, or it may heal itself!

After another wave of bombs and flies, the Boss reappears. Hit its arms, first left, then right. Keep strafing to avoid its sonic attacks.

Big Challenge Difficulty



After a final wave of bombs and flies, the Boss will attack from the sky. As the Boss swoops down, aim slightly up to get head shots. Again, the Shredder seems best. Watch out for the wind attack—it can blow you off an edge.





Level 1-3 Recap



Overview: For those poor saps who failed to pick up last month's Turok strategy guide, well, no soup for you! But we won't leave you hanging.

Below is a warp checklist for the first three levels. How does it work? Simple: At the start of the level count carefully how many NEW warp

portals you go through. Once you go through a portal, you should have collected everything above that warp portal number. You'll figure it out.

Port of Adia

River of Souls

Death Marshes

Level 1 Start

- Quick Description:** Sunken ship
- Get **Beacon Battery**
 - Place Battery in **Beacon Switch**

1st Warp Portal

- Quick Description:** Interior pool area
- Get **Level 2 Key**
 - Rescue **Child #1**

2nd Warp Portal

- Quick Description:** Start of shipyards
- Find **Gold Health**
 - Get **Beacon Battery #2**
 - Place Battery in **Beacon Switch #2**

3rd Warp Portal

- Quick Description:** Second shipyard area
- Get **Beacon Battery #3**
 - Place Battery in **Beacon Switch #3**
 - Find first **Save Point**
 - Rescue **Child #2**

4th Warp Portal

- Quick Description:** Small pool/buildings
- Find **Talisman Portal Switch**
 - Enter **Talisman Portal**
 - Discover **Primagen Key** Location (Lev. 2: Leap of Faith required to obtain it)
 - Hit **Switch** to open door under waterfalls; get **Level 3 Key**
 - Find second **Save Point**

5th Warp Portal

- Quick Description:** Wide-open area with two huge statues
- Rescue **Child #3**

6th Warp Portal

- Quick Description:** Water passageway to buildings

7th Warp Portal

- Quick Description:** Two buildings with climbable roofs
- Rescue **Child #4**

8th Warp Portal

- Quick Description:** Hall to two-story building
- Get **Level 2 Key** on building's second floor

9th Warp Portal

- Quick Description:** Huge area starts with aerial walkways
- Find final **Save Point**
 - Hit **Switch** to get **Level 3 Key**
 - Find **Level 3 Key** atop building near end of level
 - Hit **Switch** to enter **Nuke Weapon Warp**
 - Hit **Switches** to exit level to **Totem Pole Battle**

End of Level

Nellie's Turok 2 Rules

I figured I'd end this guide with my personal tips to get through this game with as little hassle as possible. In fact, I bet these tips would help even someone with a broken clavicle beat Turok 2!

1. Use Quick Weapon Select: This makes it easier to pull off the Charge Dart/Head Shot attacks.

Level 2 Start

- Quick Description:** Ride Triceratops level
- Get **Triceratops**
 - Find **Save Point** at end of level

1st Warp Portal

- Quick Description:** First Drawbridge
- Get **War Blade** weapon in secret area at start

2nd Warp Portal

- Quick Description:** Second Drawbridge
- Get **Level 4 Key** near start

3rd Warp Portal

- Quick Description:** Staircase up to two big statues
- Find **Save Point** at start of level
 - Find **two keys** to open huge door north of statues (look for keyholes in front of two statues' pedestals)
 - Find **switch** to open hidden **Nuke Warp Portal**
 - Find **switch** to open door to warp

4th Warp Portal

- Quick Description:** Windy corridors above and below
- Find **first Hall of Souls** room in the northwest; destroy it

5th Warp Portal

- Quick Description:** Long, dry, gray canal leads underground

6th Warp Portal

- Quick Description:** Underground area with water hallways
- Hit **switch** to open path to **first Graveyard Area**
 - Kill the **Sister** in the **first Graveyard Area**

7th Warp Portal

- Quick Description:** Area starts from high above; jump down
- Find hidden **path** to **underground** cave walkways
 - Kill the **Sister** in the **second Graveyard Area**
 - Get **Level 4 Key** (look for dive into pool of water)

8th Warp Portal

- Quick Description:** Area starts from high above; jump down
- Find **switch** to unlock **Talisman Warp Portal**
 - Get the **Eagle Feather**
 - Kill the **Sister** in the **third Graveyard Area**
 - Find final **Save Point** in level
 - Find **second Hall of Souls** in the east; destroy it
 - Jump off high ledge to hit **switch** to open end of level
 - Retrieve **Primagen Key** to open end of level (Lev. 2: Leap of Faith, Lev. 3: Breath of Life required)
 - Exit level to **Totem Pole Battle**

End of Level

2. The Level Exploration Rule: Though it may be tough at times, you don't need Talisman power-ups to accomplish mission objectives, find Eagle Feathers and activate Nuke and Talisman warp portals.

3. The Play Through a Level Twice Rule: I keep two memory cards: one for the start of a level and one to progress through it. Once I learn a level, I replay it with the goal of minimizing deaths.

4. Turn Off Auto Aim! Sniping is better without it, since you can target body areas more accurately.

Level 3 Start

- Quick Description:** Windy path with yucky river below
- Get **Level 5 Key** in alcove midway through
 - Find **satchel charge** just north of exit warp portal
 - Free **prisoner** just southwest of exit warp portal
 - Enter **Armory #1** west of exit warp; blow it up

2nd Warp Portal

- Quick Description:** First walk through mud fields
- Find **Save Point**
 - Get **Level 5 Key** in alcove southwest of save point

3rd Warp Portal

- Quick Description:** Second walk through mud fields
- Find **switch** at end of level to unlock **Nuke Warp** (see map)
 - Backtrack, climb tower to jump on roof to **Nuke Portal**
 - Dive in to water to find **Primagen Key** (Lev. 3: Breath of Life required)

4th Warp Portal

- Quick Description:** Ground level, pass under bridge
- Find **satchel charge #2** by jumping off of tower over wall
 - Jump from tower over wall to get to exit **warp portal**
 - Find **Plasma Rifle** behind building to south

5th Warp Portal

- Quick Description:** Upper level of area to bridge
- Find **Armory #2** east of bridge; blow it up
 - Find second **Save Point**

6th Warp Portal

- Quick Description:** Huge bridge over deadly yellow waters
- Find **prisoner #2** southwest of bridge, plus **Shredder** gun

7th Warp Portal

- Quick Description:** Follow trail along stone wall
- Find **prisoners #3 and #4** near the start
 - Find **prisoner #5** on the other side of the stone wall
 - Find **satchel charge #3** near this prison cell
 - Find the **Eagle Feather** by walking atop the wall
 - Find the **Talisman Warp Switch** atop a wall to the south

8th Warp Portal

- Quick Description:** To the southeast of the stone wall
- Find **Armory #3** northwest of the start; blow it up

8th Warp Portal

- Quick Description:** Final area, starts with raptor ambush
- Getting **Level 5 Key** unleashes raptor attack
 - Exit level to **Totem Pole Battle**

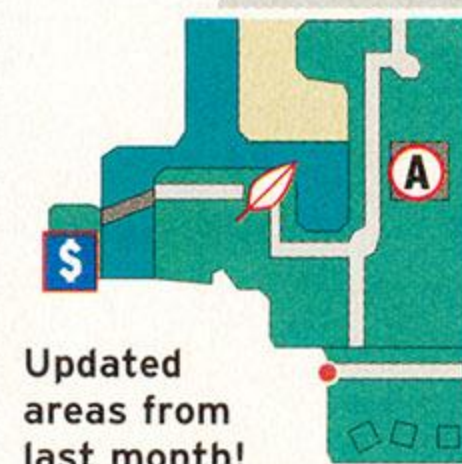
End of Level

3rd Area

Jump Here to Roof!



5th Area



Updated areas from last month!

Adventure Walk-through



XG Strategy
by Andy Baran

Welcome to the second part of *Expert Gamer's* Zelda strategy. Just a couple of days ago we received our production copy. Within seconds it was cracked open so we could gaze upon the gold cartridge.

Several things have been changed since the earlier version. For example, the Heart Container from the first town has been removed. The locations of the Empty Bottles have been switched around as well—all in all, a headache for someone trying to do an accurate strategy guide. This guide's locations take precedence over those printed last month.

Now that I have beaten Zelda all the way through, I can definitely say that the Water Temple is the toughest level in the game. The puzzles and traps are so time-consuming, it took me five hours to play through. Ganon's Castle is surprisingly the easiest part of the game. Of course, the final battle is pretty challenging.

Next month in *Expert Gamer* we'll reveal the last of the secrets, Heart Containers and Skulltulas Tokens.

Database

time to complete	50-90 hours
challenge	moderate
best item	Hookshot
toughest level	Water Temple
best scene	Zelda's Escape
coolest Boss	Ganon
system	Nintendo 64
publisher	Nintendo
developer	Nintendo

The Passing of Time

Time actually passes in Zelda 64. When it gets dark, some shops will open while others will close. Outside the towns, ghosts and skeletons will rise from the ground. Use this opportunity to nab yourself some easy rupees. Skeletons carry a surprising amount of cash on them. Also worth noting, the Skulltula Spiders will only appear at night. You can use the Melody of the Sun to change the time of day to how you need it.



During the day, the drawbridge will be down. It's dangerous at night.



Time Travel

Traveling through time is done by taking and replacing the Master Sword of the Temple of Time. So far, this is the only way to zip back and forth. When traveling through time, bear in mind that certain items are only available in certain time zones. For example, the younger Link is too weak to pull the string on the Bow, whereas old Link won't use the Slingshot or the Boomerang.



Use the Master Sword to travel back and forth through time.

Expert Fishing

Aim your cast to the logs or lily pads. The large fish will often stay near these places. Sometimes the biggest fish will give its position away by jumping. Once you have a fish on the line, tap the Reel button instead of holding it down. Keep cranking it to the left and right to make sure the fish stays on the line. Press to the side to pick the fish up when you land it by the shore.



Riding the Horse like a Pro:

Epona's the fastest horse around, so you have to know what you're doing. There is a scale of six carrots. Every time you whip the horse, you go a little faster. The more carrots you have blacked out, the faster you go. As long as you don't whip the last carrot away, you'll have optimum speed. When jumping, hit the jump head-on or the horse will slam into a dead stop.



Whip the horse to gain speed.

Kokiri Forest

The First Sword

To find the first sword, crawl through a narrow hole near the bottom of the map. This will lead to your first weapon.



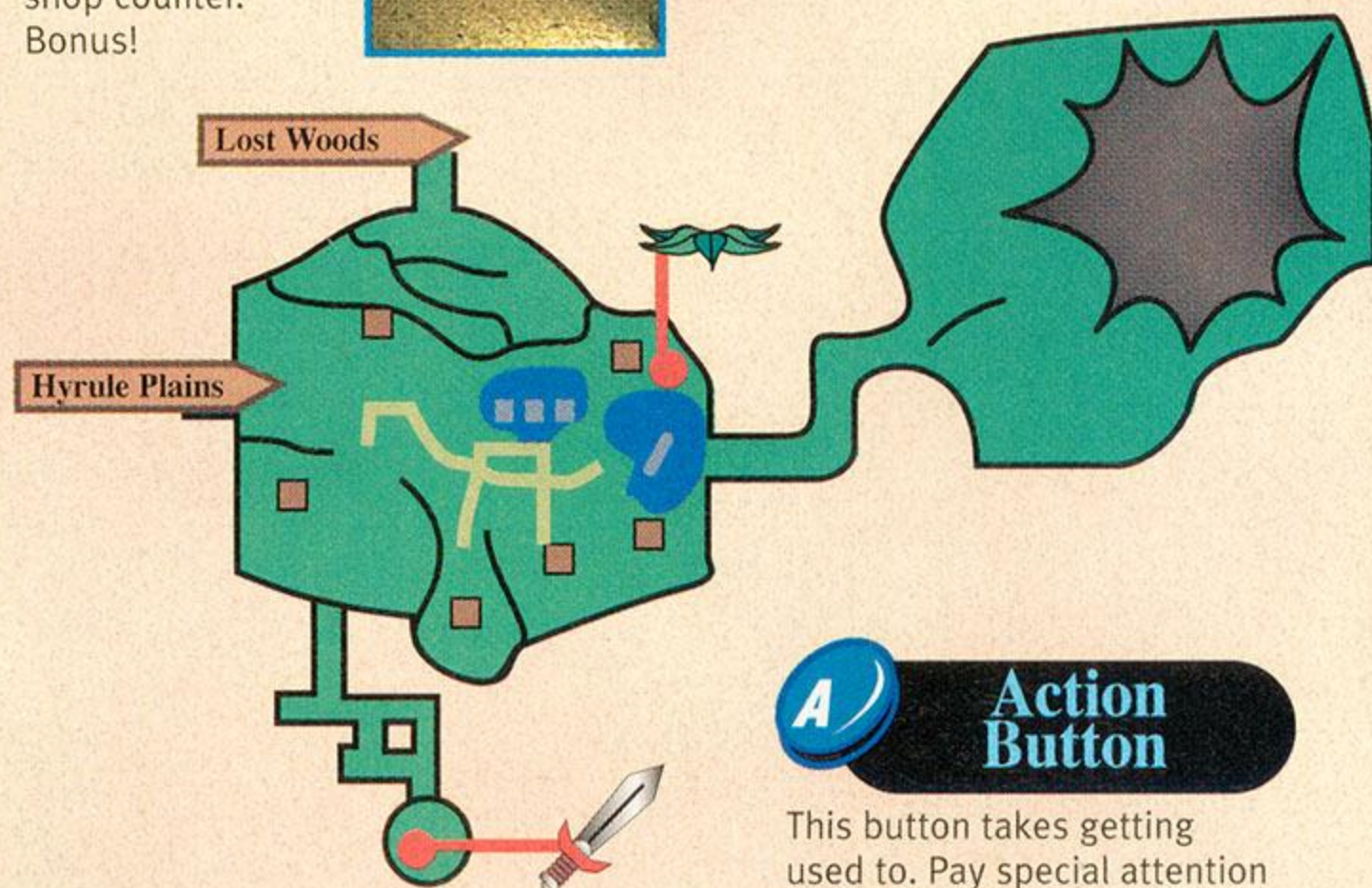
Easy Money

There are plenty of secrets in Zelda. Some of the simplest involve hidden rupees. In the shop you can find some rupees secreted behind the right side of the shop counter. Bonus!



Plant a Bean

There's a place to plant a Magic Bean right next to the shop. Plant it in the past and it'll grow into something in the future.



Action Button

This button takes getting used to. Pay special attention to what it says on the little picture on the top of the screen. When moving around something curious, the button may show an action. The most common ones are Grab, Pull, Climb and Talk. By holding on to the Action button and running to a cliff, you will automatically make a jump. It takes awhile to get used to this. Use the hazards of Kokiri Forest to experiment.

More Money

If you run perfectly straight across the three standing rocks in the water, you will get a bonus of 30 rupees! Water is known to hide money. Search the bottom of the rivers for rupees.



Locking-On

A simple tap of the Z trigger will lock you on to an enemy. Don't man-handle the button. Two taps will unselect the foe, and might change your camera angle. Relax when switching between foes. To make the locking most effective, you must be facing the enemy relatively close. Locking-on is most effective against Bosses and small, moving enemies like bats.



Locking-on is an essential piece of gameplay to learn.

Deku Tree

Getting Out of the Slingshot Room

To get out of this room, simply use your newfound weapon and shoot the ladder above the doorway. Later on, you will have to shoot eye-shaped sections of the walls. This is one of many uses you'll have for the Slingshot. Expect each weapon to have multiple uses like this.

Webbing

In the center of the tree is some stretched webbing. To get rid of it, you must jump off a third-floor ledge. With your momentum, you should tear right through it.



You'll Have to Come Back Later...

There are some Skulltula coins that will be out of your reach. Come back here later with the Boomerang. In Zelda, you will have to backtrack often.

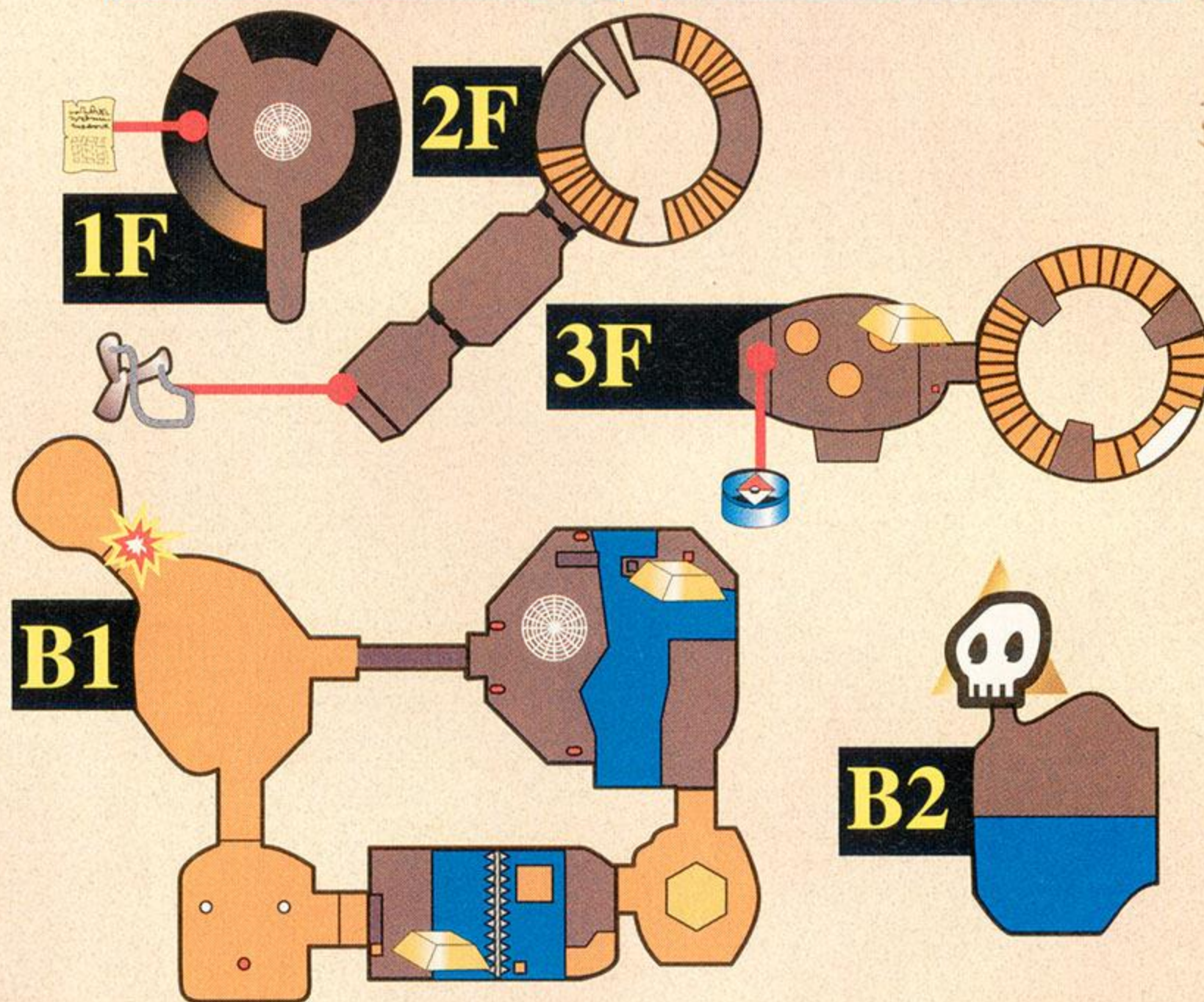
The Three Brothers

The three brothers must be killed in a specific order. Use your shield to reflect their shots back at them in this order: 2•3•1. This will get those pests out of your way.



A Puzzling Room

You must use a Deku Stick on the torch to light it. Then use it on the spider web to burn a hole through it. Later on, you'll have to push a block into the water so your torch won't be put out.



7 Years Later...

Kokiri Forest

If you used the Magic Bean in the past, a plant should be here to transport you to a secret spot now. Remember, it takes seven years for a magic bean to grow into a plant. Look throughout Hyrule for planting sites. This is one of the more worthless planting sites in the game.

Ghoma

You must use your Slingshot to shoot Ghoma in the eye. This will stun it. When it's stunned on the ground, you can get in a few good slices with your sword. Keep your eyes on the ceiling. Sometimes a few larval things will drop down. You'll want to get rid of these before continuing on with the Boss.



Hit Ghoma with the Slingshot first, then go in for the kill.

Hyrule Plains

Hidden Money on the Drawbridge

Climb up the chains on either side of the drawbridge and fall off at the top. You should receive 30 rupees along each side.

Build Up Your Money at Night

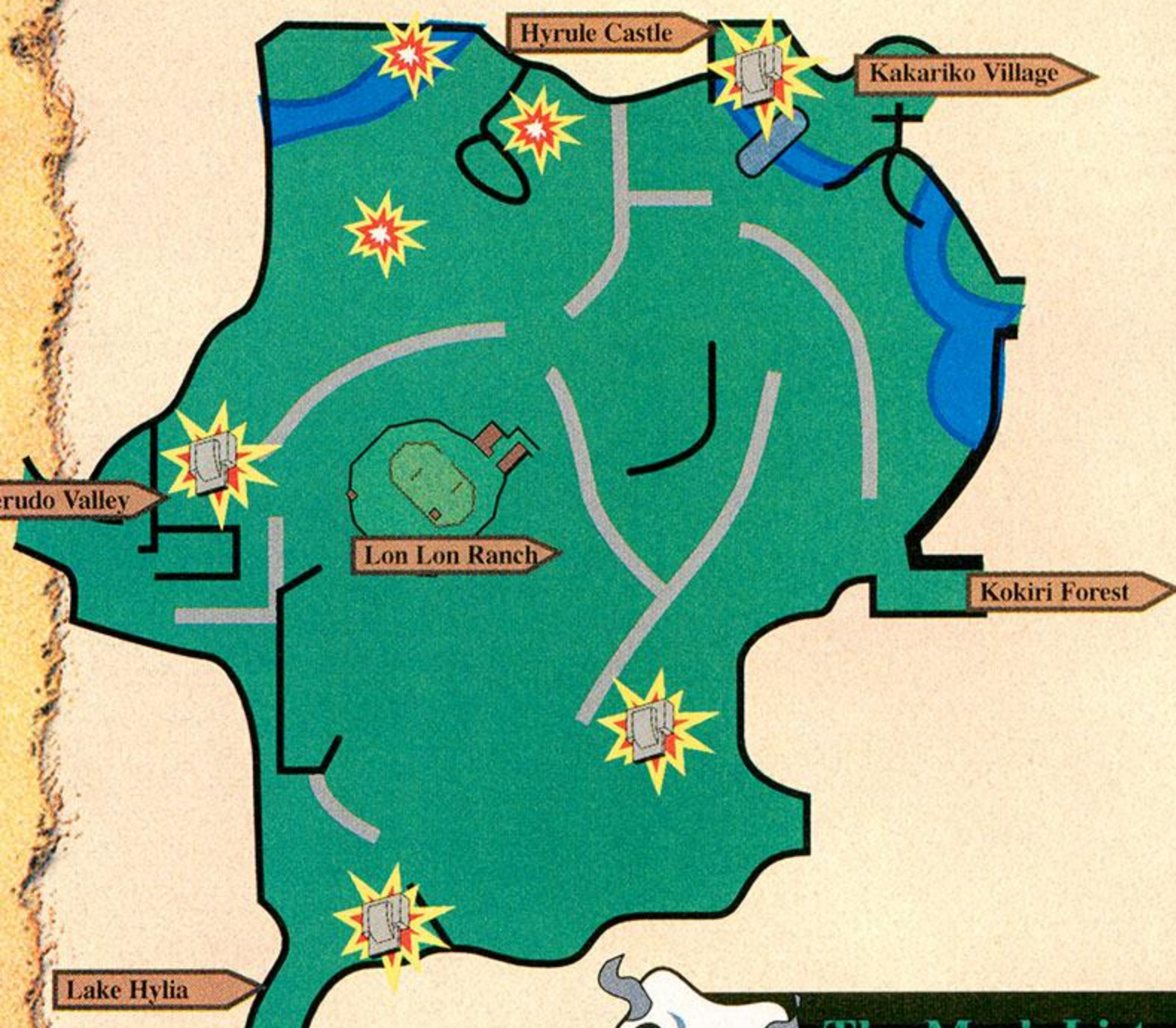
If you're low on rupees, you can wait around the Hyrule Plains until it gets dark. The skeletons that appear drop a lot of money.

Who Is that Running Man?

There is a man who jogs around the west part of the plains. If you try to talk to him now, he'll talk about wanting to be a rabbit. In the future, you will be able to race this guy. Hint: Give him Rabbit Ears.

Finding the Large Poes (Ghosts)

To collect the large Poes you must hunt them from horseback with your arrows. They only come out at certain times, normally just before morning. If you can catch any large Poes, bring them to the ghost shop.



The Mask List

Keaton Mask: Give this mask to the guard in Kakariko.

Skull Mask: A kid in the Lost Woods wants this mask.

Spooky Mask: Visit the graveyard to find the morbid kid who wants to look like the gravekeeper.

Bunny Hood: The man who runs around the Hyrule Plains would love to wear these ears.

Mask of Truth: Wear this mask to get hints from the bizarre stone heads.

Goron Mask: A fun mask

Gerudo Mask: Another fun mask

Zora Mask: Even more fun

Hyrule Palace

Find Princess Zelda

To sneak into the castle, you'll have to be careful. Move behind the guards to avoid being spotted. Get caught at least once, and Malon will appear.



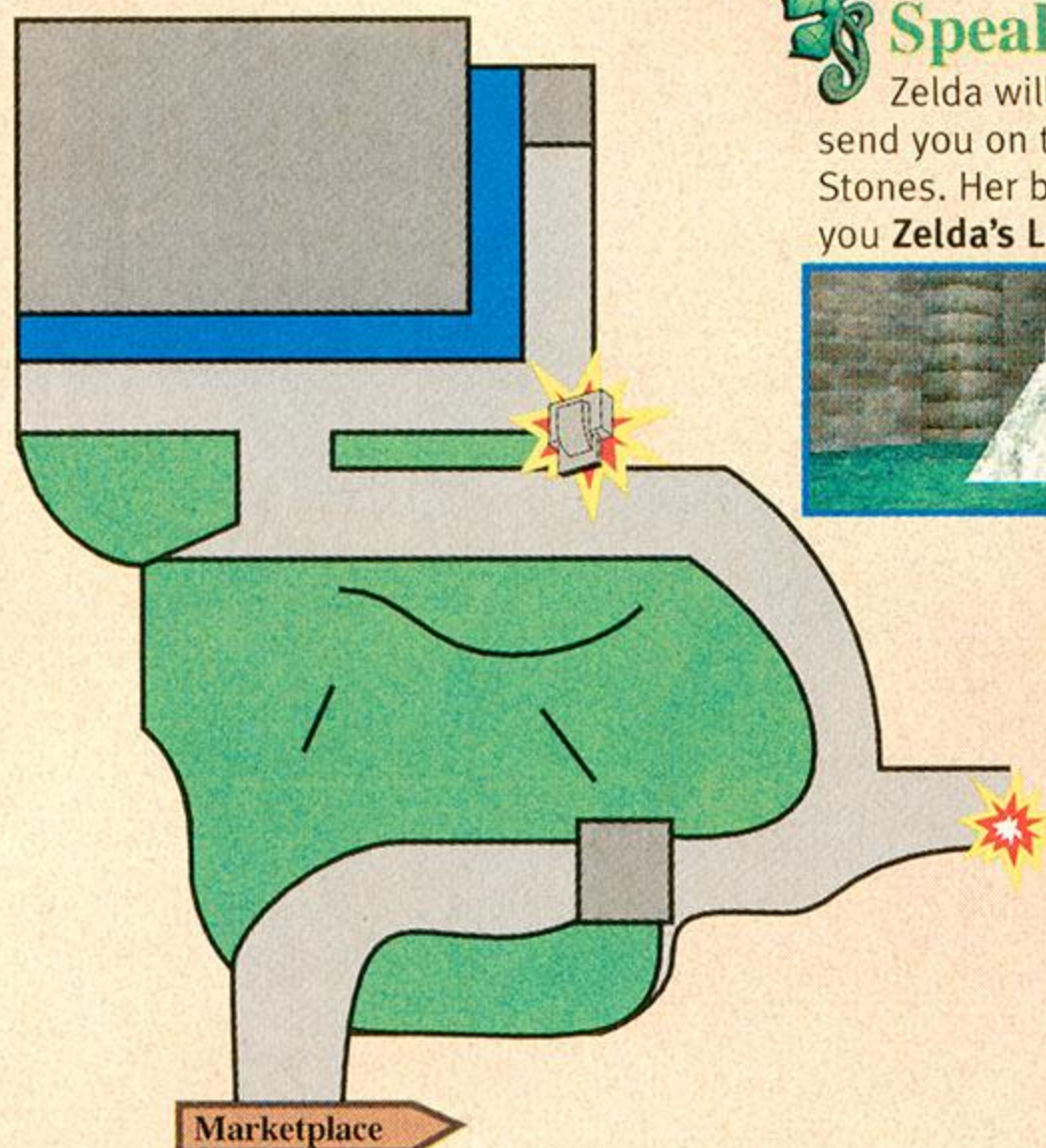
Waking Up Talon

Malon's father is sleeping on the right side of the castle, in front of where you have to push the blocks. Speak with Malon to get the egg. The egg will hatch. Take the chicken to Talon and it will wake him up.



Speaking with Zelda

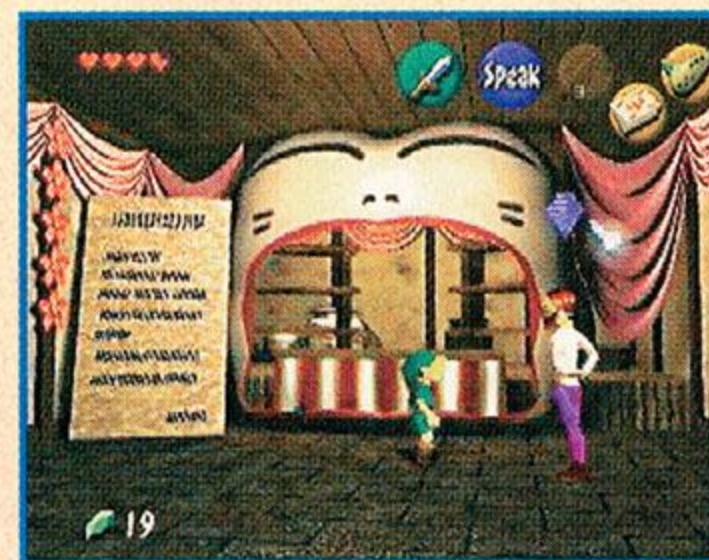
Zelda will tell you much. She will send you on the quest for two Spiritual Stones. Her bodyguard Impa will teach you **Zelda's Lullaby**.



Hyrule Market Area

The Mask Shop

This store will allow you to sell masks. Grab a mask, and find someone willing to buy it. Sell all the masks, and you will earn a special mask that will allow you to talk to those mysterious heads.



Bombchus for Sale

There is a store in the back alley that's only open at night. It contains **Bombchus**, a special remote-controlled bomb. They're expensive.

More Hyrule Fun

Enter the city at night, and enter the back alley. The far-left door leads to a lady who has lost her dog Richard. If you find her white dog (behind a market stall), she will reward you with a **Heart Container**.

Great Fairy

Bomb the dead end, and you'll find a Fairy just beyond. She will grant you Din's Fire magic!

7 Years Later...

Hyrule Palace

The world has changed: The palace is gone, replaced by an unreachable fortress amid boiling lava. Enter this area at night to find a Skulltula.

The Marketplace: This area is now loaded with zombies. If you're low on magic, you might want to kill a few of these guys, since they often drop magic jars.

The Guardhouse: Inside the guardhouse is a strange man who collects ghosts. Normal Poes (ghosts) are worth 10 rupees. A special one might get you something more important.

L on Lon Ranch

Getting Epona's Song

If you talk to Malon, she will tell you about her song. Play **Zelda's Lullaby**. Show her the Ocarina, and she'll teach you her song.



Heart Container

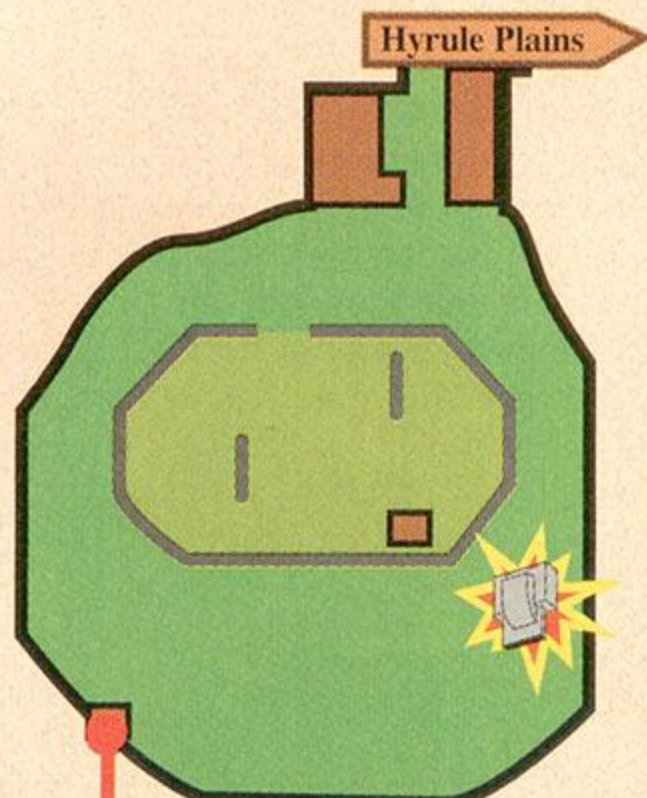
In the shed with the two cows and crates, you'll find a narrow tunnel little Link can crawl through. Push the boxes far enough away from the wall so you can reach it.

Free Milk!

If you play **Epona's Song** for any of the cows in the game—this includes ones hidden in caves—you will get some milk...providing you have an **Empty Bottle**. Doing this is a great way to make sure you have enough life to last you during your travels.

First Empty Bottle

In the room with all the chickens is Talon. Agree to play his game. You must catch the three Super Cuckoos before time runs out. Just keep picking up cuckoos until you get the right ones. It's really easy and well worth the effort.



I nto the Well

Well Boss

This guy has plenty of arms and he'll use them to grab you. He's tough to defeat. You must hit his head when he ducks it down. You can get in a few whacks before he grabs you. Make sure to have plenty of milk or a few Fairies in a bottle before you attempt to beat him. Only distance will keep his hands from you.



Avoid this guy's arms, or you'll lose a hefty amount of life.

The Key to Solving the Well Dungeon

Keep looking until you find the picture of the Triforce. Standing in front of it, you must play **Zelda's Lullaby**. This will drain the water in the well even more. This should reveal a tiny passage you can crawl through. This will lead the way to the **Lens of Truth**. Using the Lens, you can now navigate the rest of the well. Although there isn't much else to find, a few Skulltula spiders are crawling about.

Traps Galore

This area is loaded with invisible pits and illusion walls. To successfully navigate it, you'll have to find the **Lens of Truth**. Whenever you come to a dead end, press against all of the walls and you'll eventually find a way to go on. Don't blindly try to run through the Well.

K akariko Village

House of Skulltula

For every 10 **Skulltulas** you pick up, you will rescue one of the kids from the curse. Skulltulas are hidden throughout Hyrule and only come out at night. You can find them in dungeons too!



Drain the Well

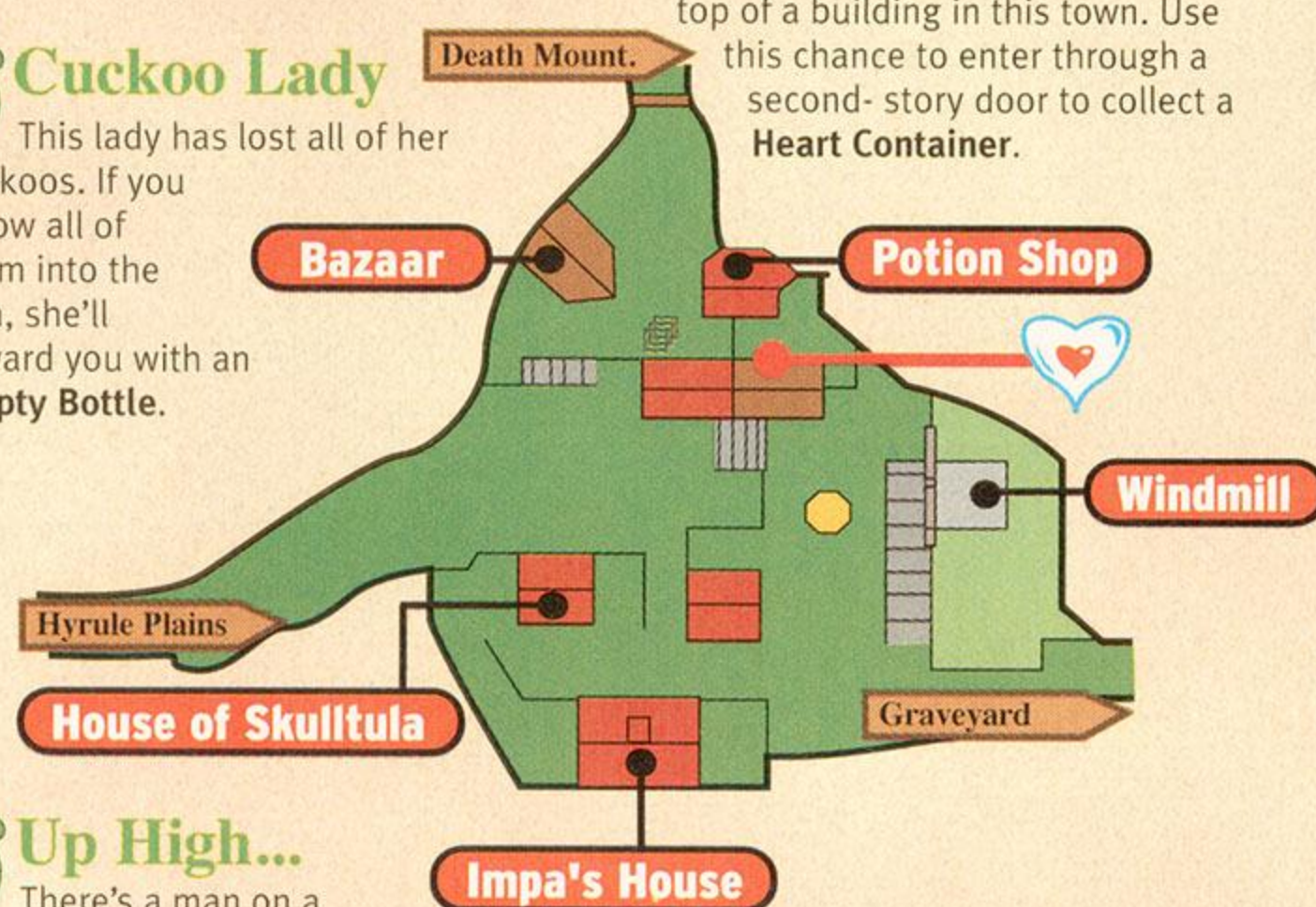
You must play the **Song of Storms** in front of the man inside the windmill. This will cause all the water to drain away. Inside is a hidden dungeon.

Owl Riding

If you ride the owl down Death Mountain peak, you'll be placed on top of a building in this town. Use this chance to enter through a second-story door to collect a **Heart Container**.

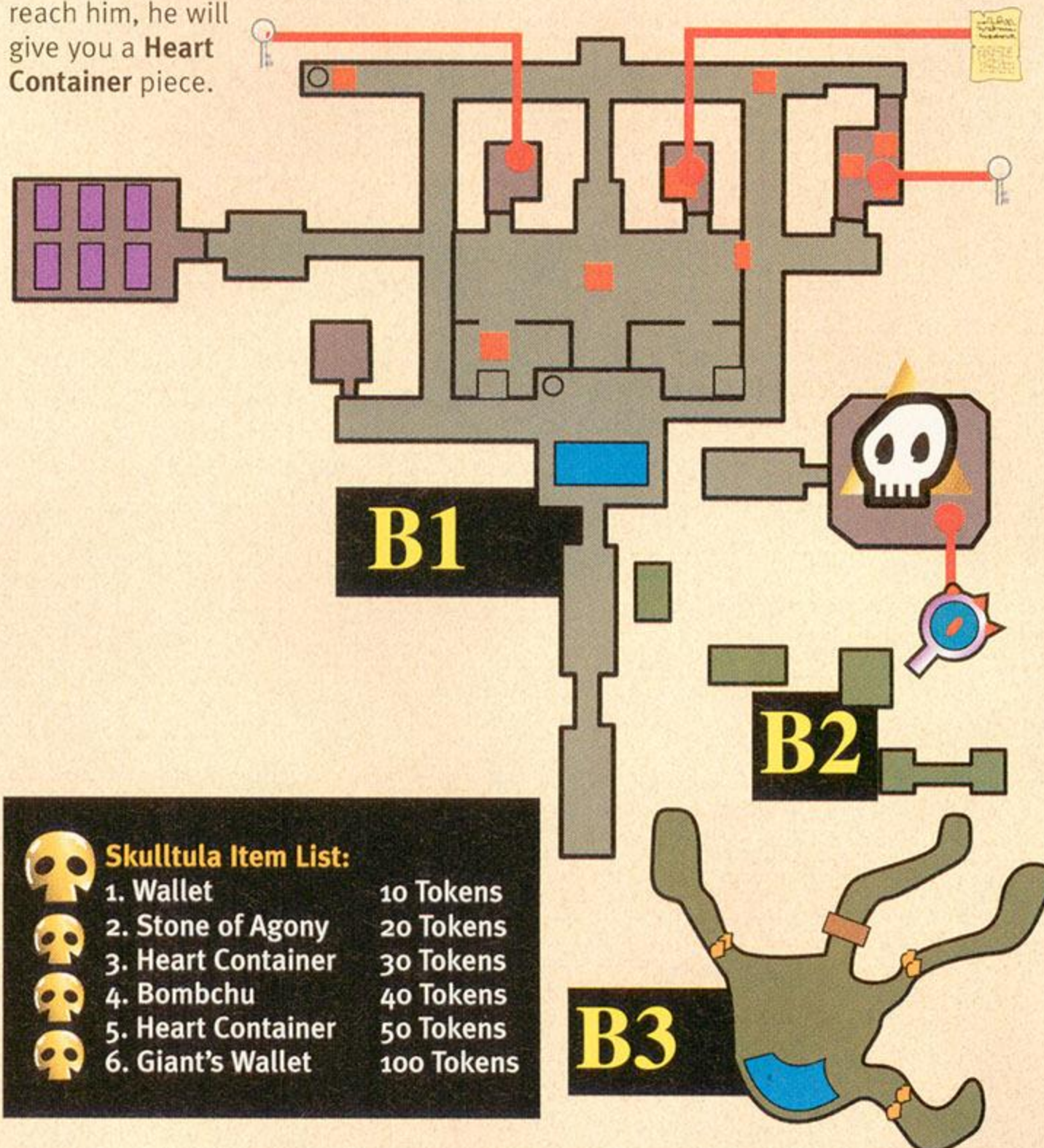
Cuckoo Lady

This lady has lost all of her cuckoos. If you throw all of them into the pen, she'll reward you with an **Empty Bottle**.



Up High...

There's a man on a house. If you can somehow reach him, he will give you a **Heart Container** piece.



Skulltula Item List:		
1. Wallet	10 Tokens	
2. Stone of Agony	20 Tokens	
3. Heart Container	30 Tokens	
4. Bombchu	40 Tokens	
5. Heart Container	50 Tokens	
6. Giant's Wallet	100 Tokens	

7 Years Later...

Rescuing Epona: The ranch is now owned by Ingo. First, pay 10 rupees to ride the horses. Now, instead of riding the horse provided, play Epona's Song. Epona will show up. Race a couple of laps around the track. Earn a few rupees. Talk to Ingo while seated on Epona. He will offer to race you for 50

Hyrule Palace

rupees. Win both races and you can have Epona. Try to keep as close as you can to the fence. This will force Ingo to race behind you. Do not ram him from behind or you will slow down.

Easy Money: If you do three laps around the stable, while doing both jumps in the time allotted, you will get some bonus rupees. You must clear both jumps.

Kakariko Village

The Windmill: Enter the windmill from the Gravekeeper's Grave (see the Graveyard section). This will allow you to reach the Heart Container in the top section. Next, talk to the man at the bottom of the windmill. Show him the Ocarina, and he will teach you the Song of Storms.

The Cuckoo Lady: Talk to the lady who lost her birds seven years ago. She will give you a Pocket Egg. It will mature

into a cuckoo. Use it to wake Talon, who is asleep in the first house you see when you enter the town. Take the cuckoo back to the lady, and she will give you Cojiro, a very quiet rooster. You'll use him in the Lost Woods...

Potion Shop: Give the old lady in the shop the Odd Mushroom. She'll give you the Odd Potion. Take it back to the Lost Woods. This is part of a long stream of events.

Graveyard

The Digging Game

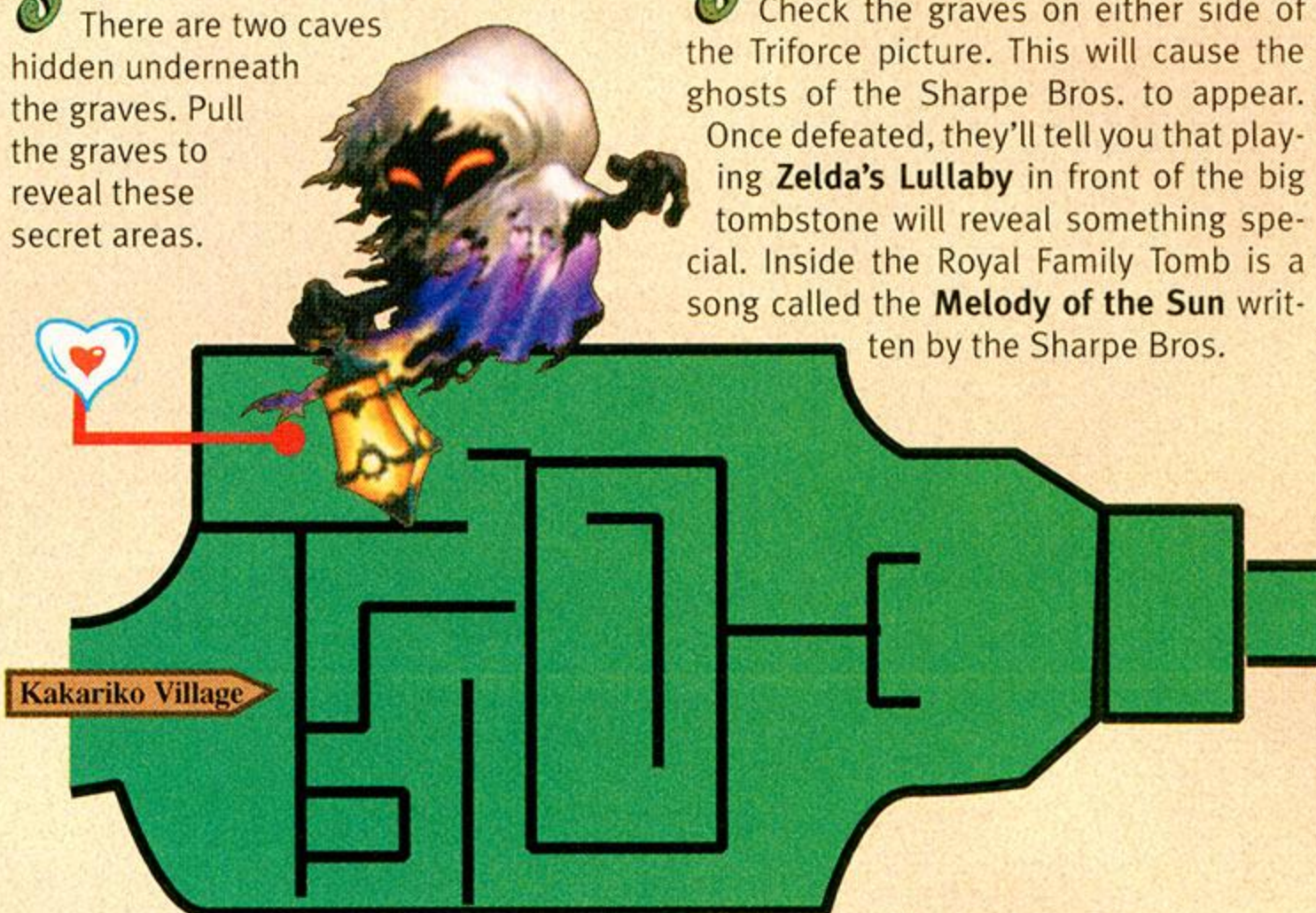
During the day, a kid will run through the gravestones. Take note of where he seems to raise or stall a bit. When it is nighttime, pay the Gravekeeper to dig at that spot, and you'll get a **Heart Container**. It's located near the back part of the graveyard.



Look deep inside the Royal Family Tomb to find the Melody of the Sun.

Under the Graves

There are two caves hidden underneath the graves. Pull the graves to reveal these secret areas.



The Sharpe Brothers

Check the graves on either side of the Triforce picture. This will cause the ghosts of the Sharpe Bros. to appear. Once defeated, they'll tell you that playing **Zelda's Lullaby** in front of the big tombstone will reveal something special. Inside the Royal Family Tomb is a song called the **Melody of the Sun** written by the Sharpe Bros.

Behind the Graves

If you look above the Royal Family Tomb entrance, you'll see a small alcove set in the stone. Later on, you will need to play the **Nocturne of Shadow** song to reach this area. You will receive this song right after you defeat the Water Temple.



You'll be able to reach the alcove above the tomb later in the game.

Lost Woods

Saria's Song

To make your way through the Lost Woods, head to whatever exit has the loudest music.

Jam Session

Play three songs with the two guys in the woods to earn a **Heart Container**.

Easy Heart Container

Play Saria's Song to the guy found at the first left and he'll give a **Heart Container** to you.

Warp to Goron City

Go through the stony doorway to enter the Goron City.



The Gong

Look for a spot that has a target. Shoot the target with your **Slingshot**. If you get three bull's-eyes in a row, you will be rewarded with the **Bullet Bag**.

Bomb the Rocks

There are two boulders within the confines of the Lost Woods. Bomb them to reveal hidden passages.



Play Saria's Song to a Fairy to acquire a Heart Container.

Sacred Forest Meadow

High Grass Secrets

Walk through the high grass and you might fall into a hidden cave! Keep on your guard, because there are a couple of giant wolf beasts inside. To defeat the wolves, lock-on first. Get in close and put up your shield. When your target lifts its paw to claw you, stab forward. After about five hits, the wolf will die.

Speak with Saria



Deep in the Sacred Forest Meadow is Saria. She'll teach you the aptly named Saria's Song. Use it to communicate with her.



7 Years Later...

Getting the Hookshot: Push the grave with flowers in front of it. This will reveal a passage down to where the ghost of the Gravekeeper awaits. If you beat him in his race, he'll reward you with the Hookshot. If you get a really excellent time, you might even be rewarded with a **Heart Container** (picture).



Graveyard

Reaching the Heart Container: If you planted a seed here earlier, you can reach the Heart Container.

The Lost Woods

No More Song: Saria isn't playing her song, so you'll have to go through the woods by memory. The path is **Right, Left, Right, Left, Straight, Left, Right**.

Use Cojiro: The Cuckoo Lady's brother is sleeping in the first room on the left. Use Cojiro to wake him up. He will give you the Odd Mushroom. Take it to the Old Lady's Potion shop. Return here with the Odd Potion and a Fairy girl will give you the Poacher's Saw.

Seed Spot: Take two lefts in a row upon entering and you'll find a place where you should have planted a Magic Bean.

Another Song: Right where Saria used to be is Sheik, who will teach you the Minuet of Forest.

Use Your Hookshot: From this spot, your hookshot can latch onto the tree branch and propel you to the Forest Temple.

Death Mountain Trail

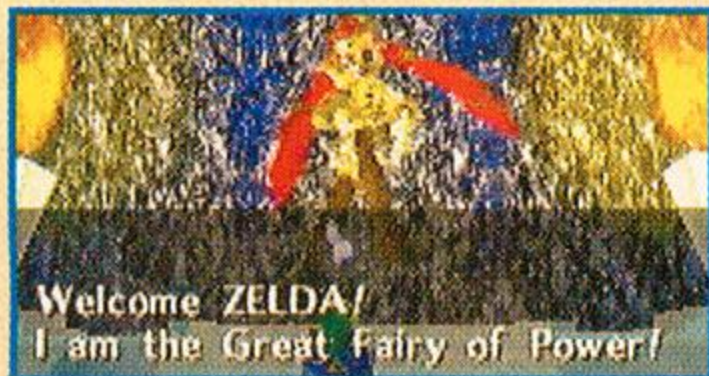
A Tempest of Rocks

During the avalanches, use your shield to save yourself from oblivion.



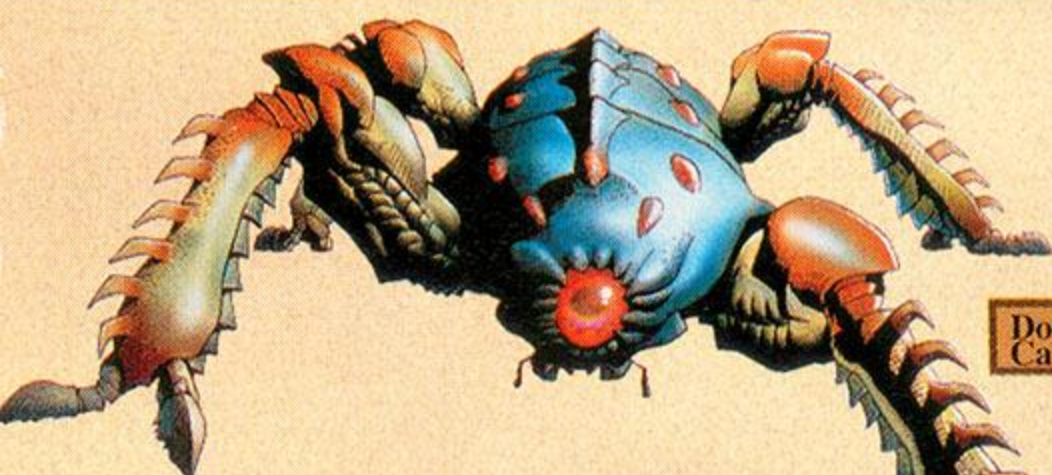
Meet the Great Fairy

She's in a cave at the top of the mountain. She will give your sword a new Spin Attack if you play **Zelda's Lullaby** for her.



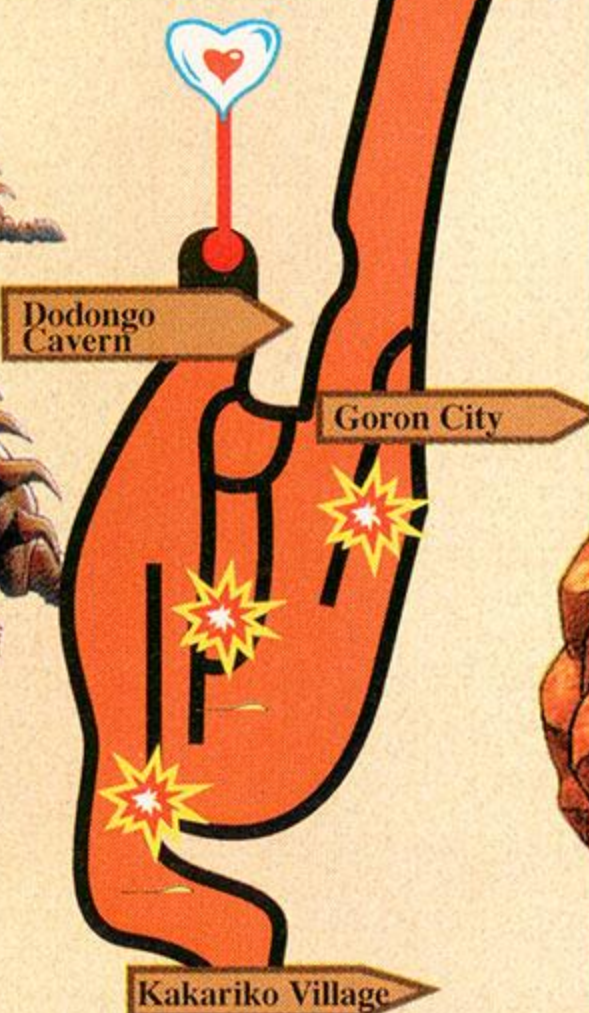
Opening up Dodongo's Cavern

Once you can pick up the bomb plants, move to the spot right above the cave and throw one down. This will blow up the rocks and open the way into the dungeon. You have to throw the bomb plant straight out from the little gate area. Any deviation left or right, and the bomb will have no effect.



Owl Ride

If you reach the top of Death Mountain, the wise Owl will allow you to grab on to his feet. He'll fly you all the way to Kakariko Village, and place you atop a house that contains a Heart Container. Try not to talk to him until you're ready to go.



Goron City

Speak with the King

Stand on Darunia's doorstep and play **Zelda's Lullaby**. Once inside, play **Saria's Song**. The king will give you **Goron's Bracelet**.



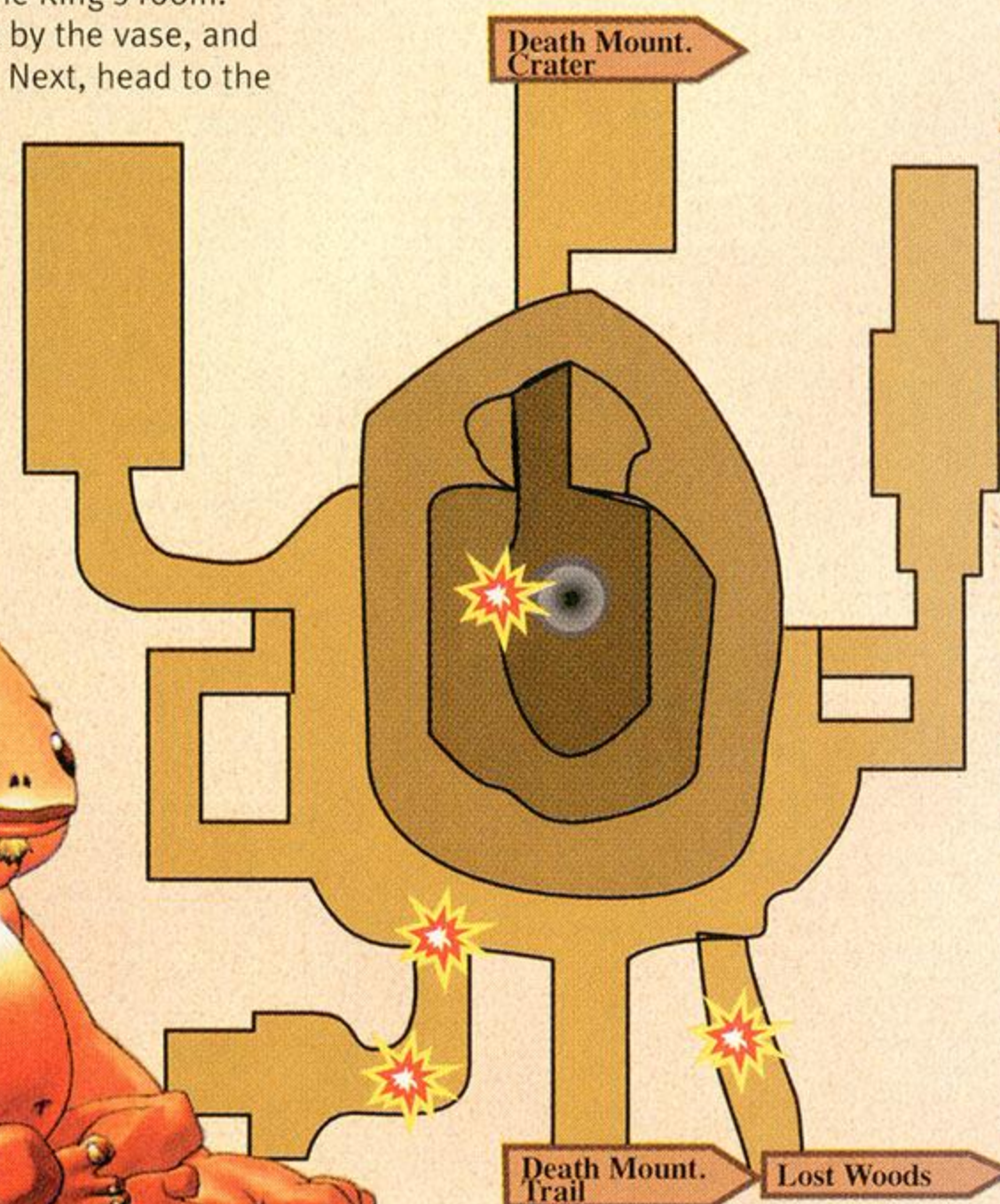
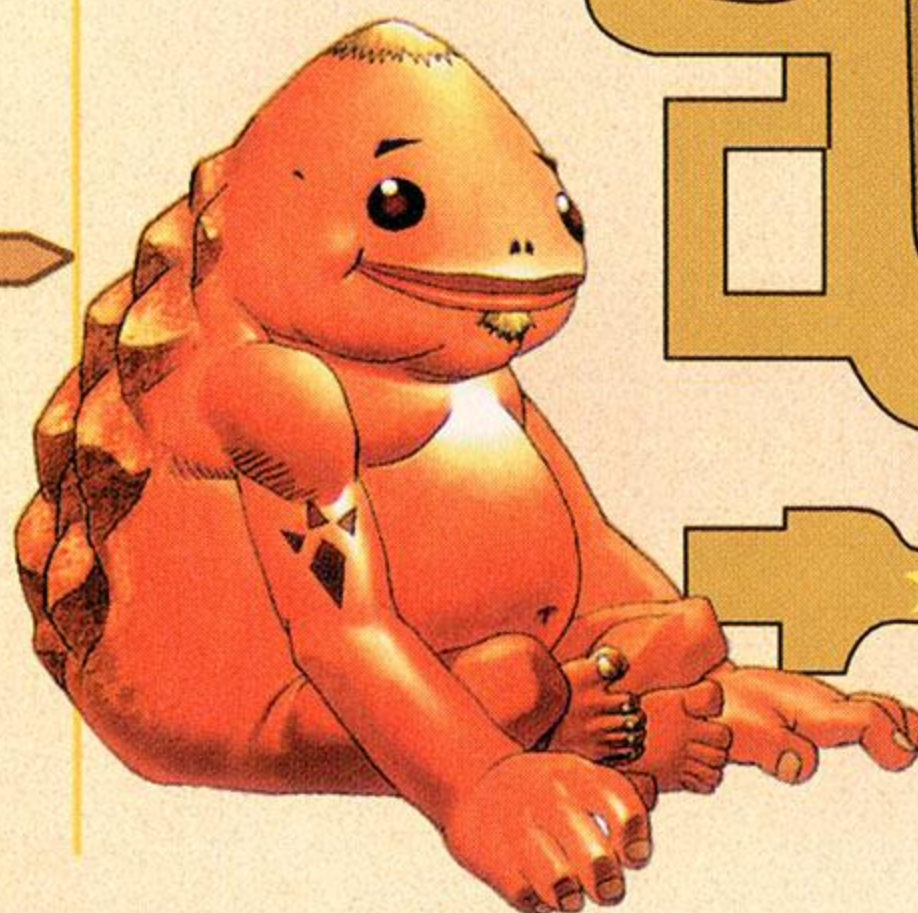
Rolling Goron

If you place a bomb in front of Hot Rodder, he'll stop and give you the **Big Bomb Bag**.



The Vase Puzzle

Light a stick in the King's room. Ignite all the torches by the vase, and it will start spinning. Next, head to the second floor. Toss a bomb into the vase. If it spins right, you'll be rewarded with a **Heart Container**.



Death Mountain Crater

It's Hot in Here!

Unless you have the **Goron Tunic** equipped, you should not come here. If time runs out while you are inside, you will automatically die.

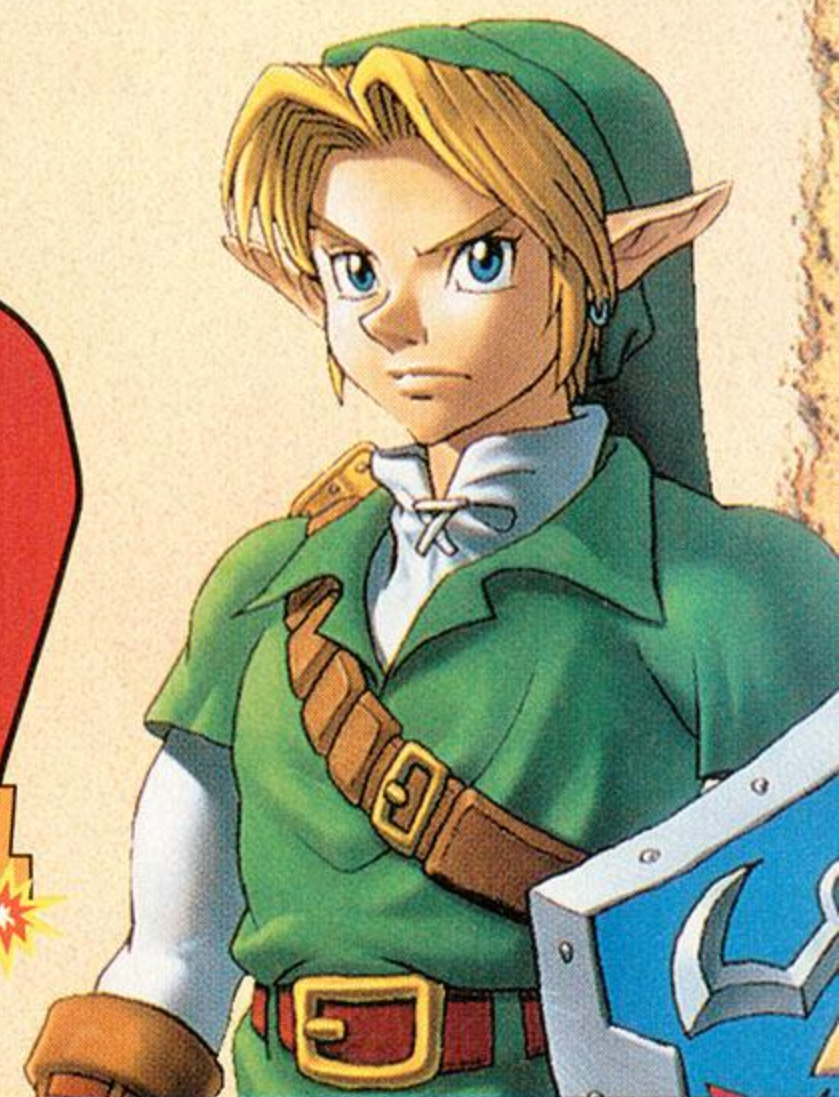
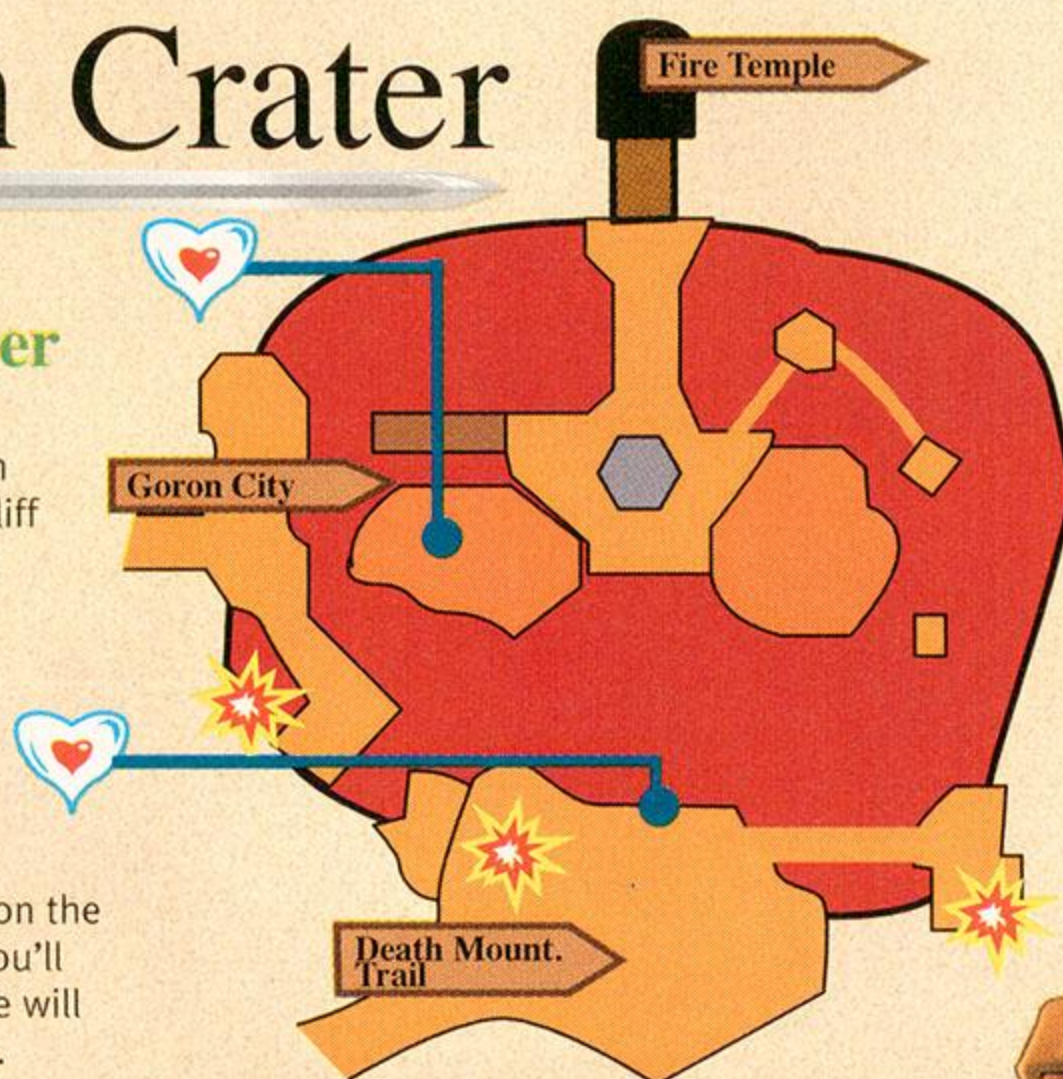


Heart Container Climb

Go straight from the main entrance until you reach the cliff edge. Fall down and catch the climbable surface of the wall. There is a small niche with a **Heart Container**.

Finding a Great Fairy

If you use the Hammer on the set of rocks on the far left, you'll find a hidden Great Fairy. She will reward you with more Magic.



7 Years Later...

Ride the plant: If you planted a Magic Bean in front of the Dodongo Cavern entrance, you can ride it to get to a hidden Heart Container.

Death Mountain Trail

The Giant Goron: The top of the volcano has a Giant Goron. He'll fix the Broken Knife if you can get him eye drops. Take the prescription to the King of the Zoras.

Goron City

The Throne Room: Make your way down to the throne room. Push the big statue aside to reveal the way to the far side of the Death Mountain Crater.
Darunia's Son: A lonely Goron is circling the third floor. Bomb him to get him to stop. Receive the Goron's Tunic.

Death Mountain Crater

A Meeting with Sheik: If you enter through the King's secret entrance, you will come across Sheik, who will teach you the Bolero of Fire.



Dodongo's Cavern

Push the Statue

In room 1 there is a switch that releases as soon as you get off. To fix this problem, push a statue on top of it.

Using Enemies to Open Up Passages

Those cute little guys explode when you slice into them. In room 2 there is a secret passage you can expose this way.

A Ring of Fire

In room 3 there is a pillar surrounded by bomb plants. Grab a bomb plant from near the door and complete the pattern of bombs. This will cause a massive explosion that reveals a hidden staircase.



A Difficult Enemy

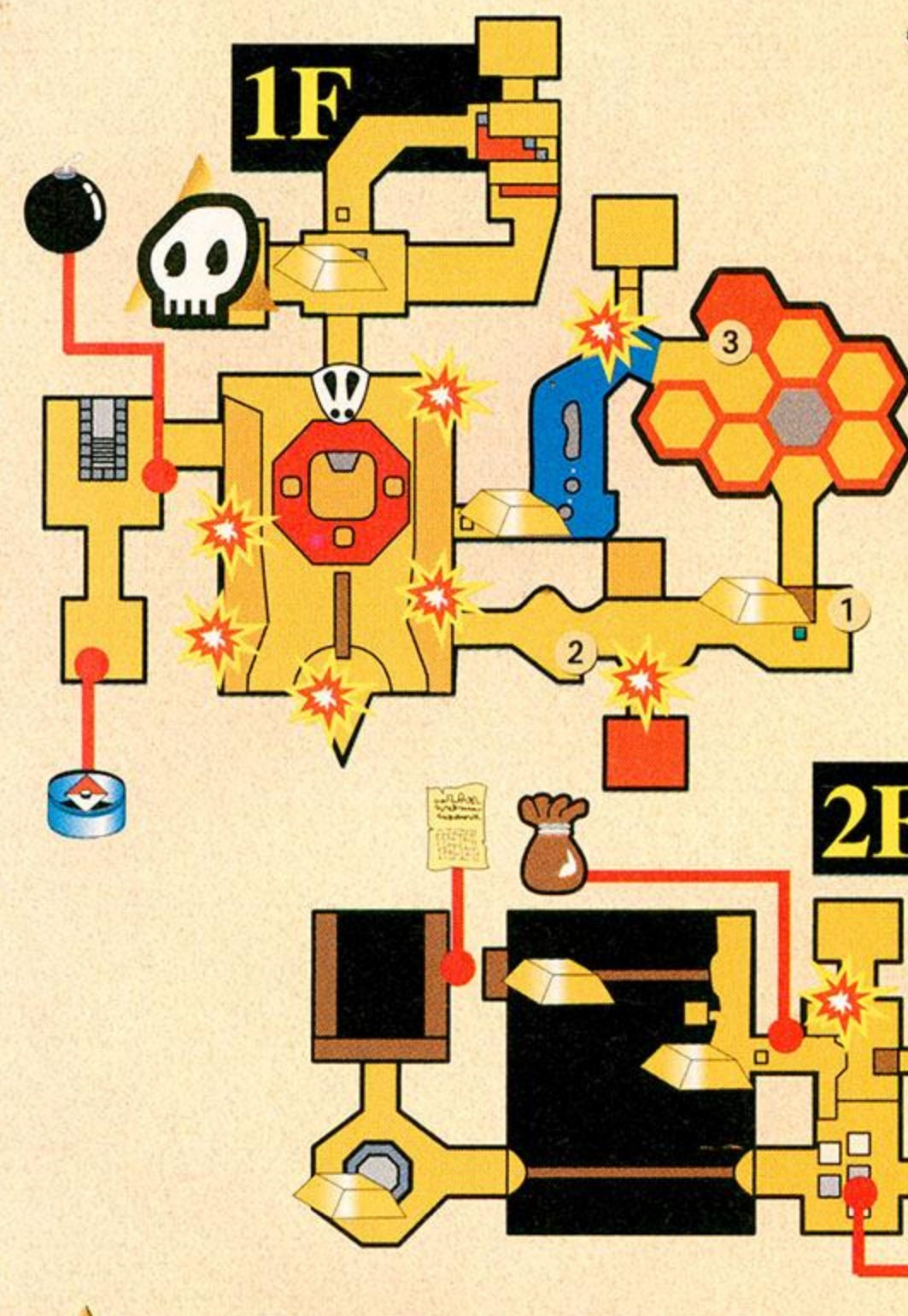
The deadliest threat you'll face in Dodongo's Cavern are those laser-shooting sentries. A single hit can seriously harm you. A bomb is all it takes to get rid of these hazards.

Dead Dodongo

Drop bombs off the bridge and into the Dead Dodongo's eyes. When this is done, the beast's mouth will open.



Don't fall when you try to drop the bombs down.



Shield Tip

Fire-based enemies can burn right through your Deku Shield. Do not equip it here! Instead, equip the much heartier Hylian Shield. Its metal will be just fine.

Zora's River

Magic Bean Seller

There is a man who sells Magic Beans. You'll use the beans wherever you see a little patch of dirt with a hole. Save the first Magic Bean you buy for the Gerudo Valley region.

Frog Fun

Play songs to the frogs for money. Play the Song of Storms, and you'll receive a Heart Container. After you've played all the songs from the top row on your list, the frogs will grow. If you help the frogs catch all the flies, you'll earn a second Heart Container.

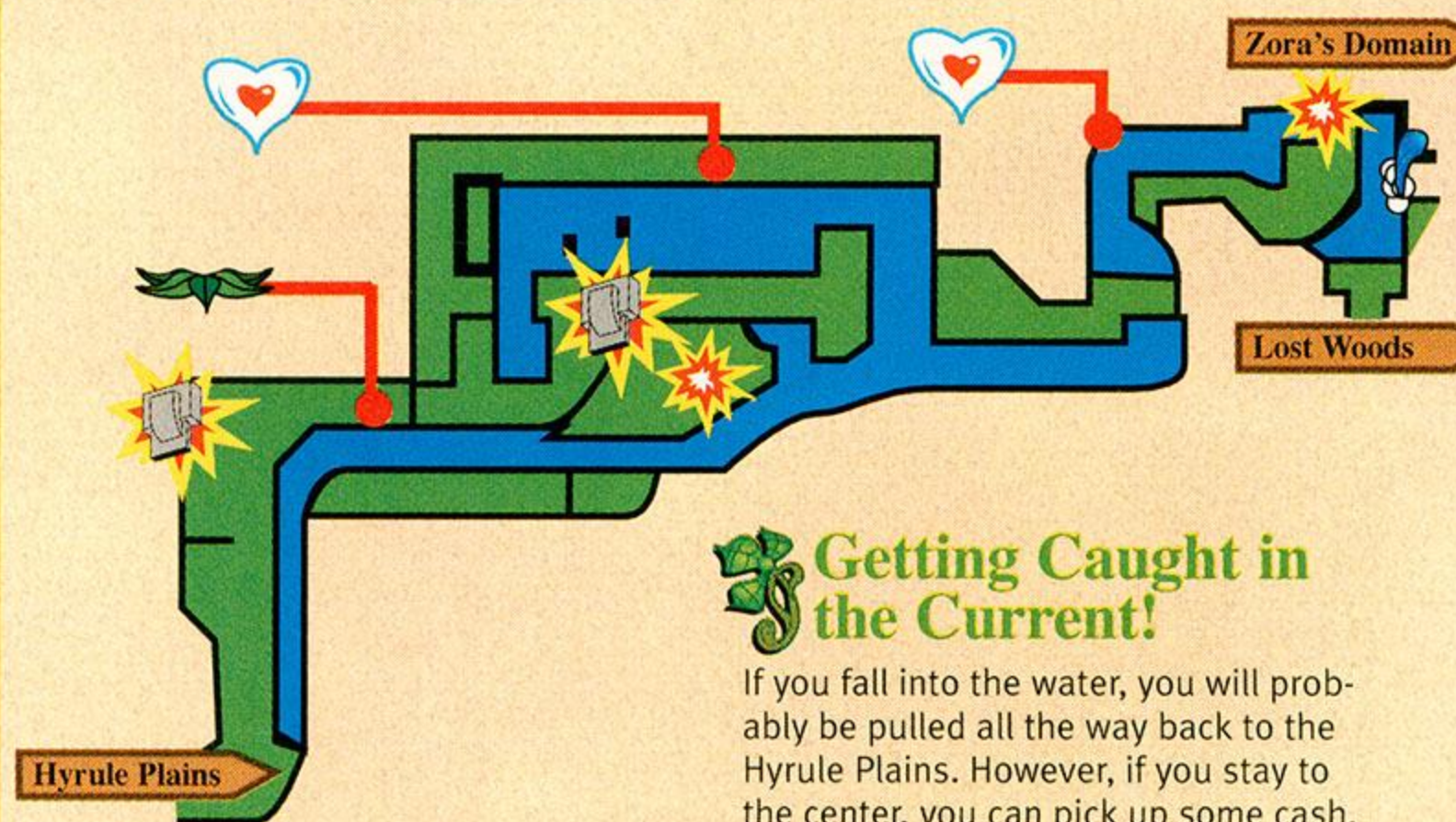


Open the Waterfall with Music

Playing Zelda's Lullaby is something you'll do quite often. Whenever you see a picture of a Triforce, play this song. Odds are, it will open up something important. Always keep this in mind.



Play Zelda's Lullaby in front of the waterfall to reveal the way to Zora's Domain.



Getting Caught in the Current!

If you fall into the water, you will probably be pulled all the way back to the Hyrule Plains. However, if you stay to the center, you can pick up some cash.

Gossip Stones

The most mysterious things you'll run into are the Gossip Stones. They will give you hints and secrets if you wear the Mask of Truth. If you smash them with your sword, they'll give you the time. Whack one with your Hammer and it might lift off and fly away. If you play the Songs of Storms or the Sun's Song fairies might appear. What else can the Gossip Stones do?



There are many mysteries surrounding the Gossip Stones.

King Dodongo

When Dodongo opens its mouth to breathe fire, toss in a bomb. This will stun the beast. Run up quickly and smash its head a few times. It will then curl up into a ball and roll. Move to the side, almost stepping into the lava. Move quickly and prepare to start the cycle all over again. Five passes will kill the Dodongo.



If Dodongo opens its mouth, toss a bomb right in.



Lizard Men

The Lizard Men will bound around, fighting you one at a time. When one gets weakened, its buddy will replace it. First, lock on to your intended target. When the enemy raises its weapon for a strike, make a quick stab, then raise your shield.



7 Years Later...

Zora's River

Planting Spot: Next to the Bean Seller is a place to plant a bean. Assuming you planted it in the past, you can ride the plant to get to the Heart Container.

Secret Ladder: Since Link is taller in the future, you can grab the ladder that was sticking in the water. Climb on top and you can reach a boulder. Bomb it, and you'll find a secret passage underneath.



Zora's Domain

The Diving Game

If you win the diving game, you will be awarded the **Silver Scale**, which lets you stay underwater longer. Use your shadow to guide you when you dive.

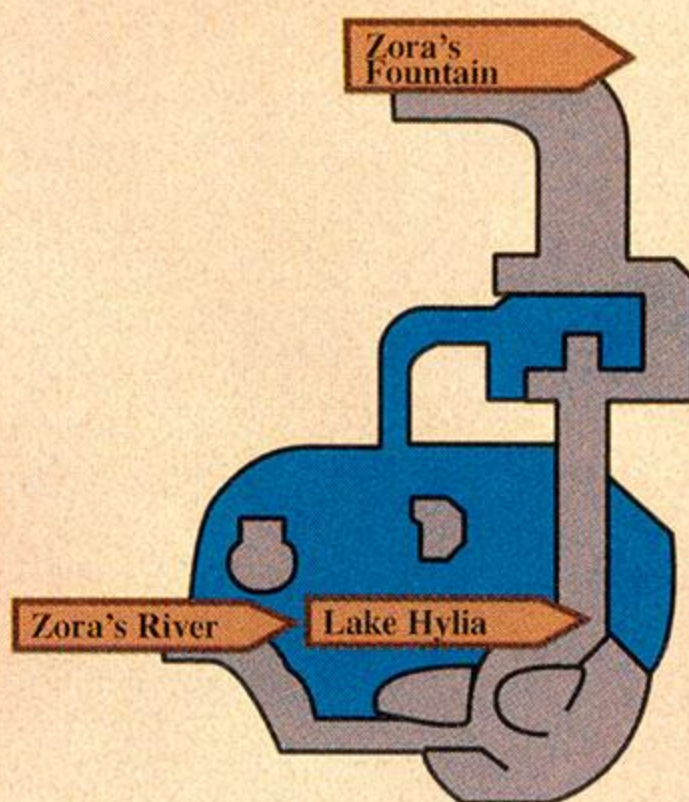
Talk to the King

First, show the King the Royal Message. Give the King the Bottle with the letter in it (found on the lakebed of Lake Hylia). He will open the way to Zora's Fountain.



Lake Hylia Warp

Use the warp found under the water to get to Lake Hylia.



Zora's Fountain

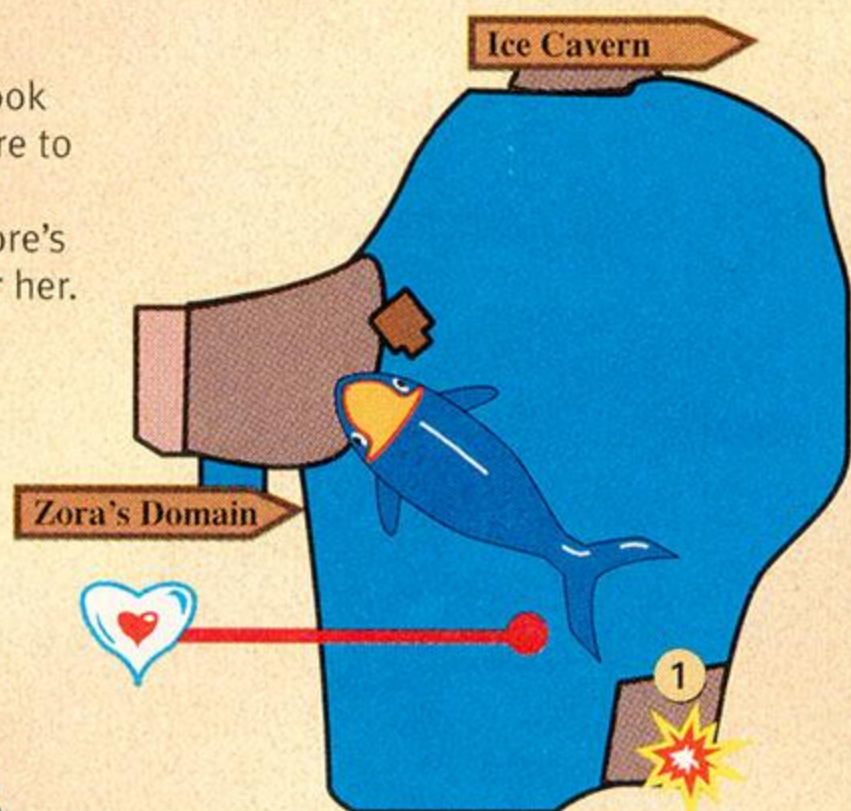
Lord Jabu-Jabu

You'll want to feed Lord Jabu-Jabu a fish. You can buy one in the store, or you can catch one in an empty bottle in a shallow pool. This will get him to open up his gigantic mouth.



Great Fairy

Swim out into the water and look for a spot of dry land ①. Bomb here to reveal a passage that leads to the Great Fairy. She will teach you Farore's Wind if you play Zelda's Lullaby for her.



Inside Jabu-Jabu

I Can't Get Past the First Door!

Use your Sling-shot on that little skin flap hanging down from the top and the doorway will open.

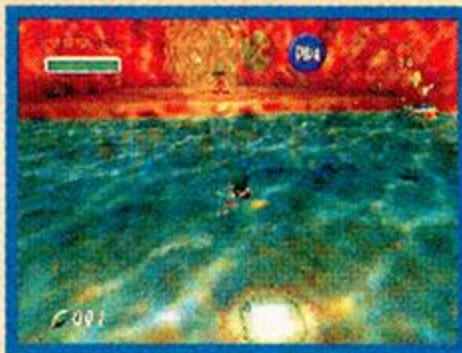


How Do I Reach the Platform?

Grab Princess Ruto again — she'll be in room ① — and fall through the far-left hole on the opposite side. This will get you to a door you couldn't previously reach. Inside is a platform. Throw the Princess on top.

Where's Ruto and How Do I Help Her?

She's in room ① right out in the open. You will want to carry her across the room, avoiding all the pits. First, stand on the switch in front of room ②. Her weight on your shoulders will be enough to trigger the doorway. Inside is the Boomerang. Next, head to the switch down the opposite corridor and place her on it. Head inside and fight the parasitic tentacle using your Boomerang.

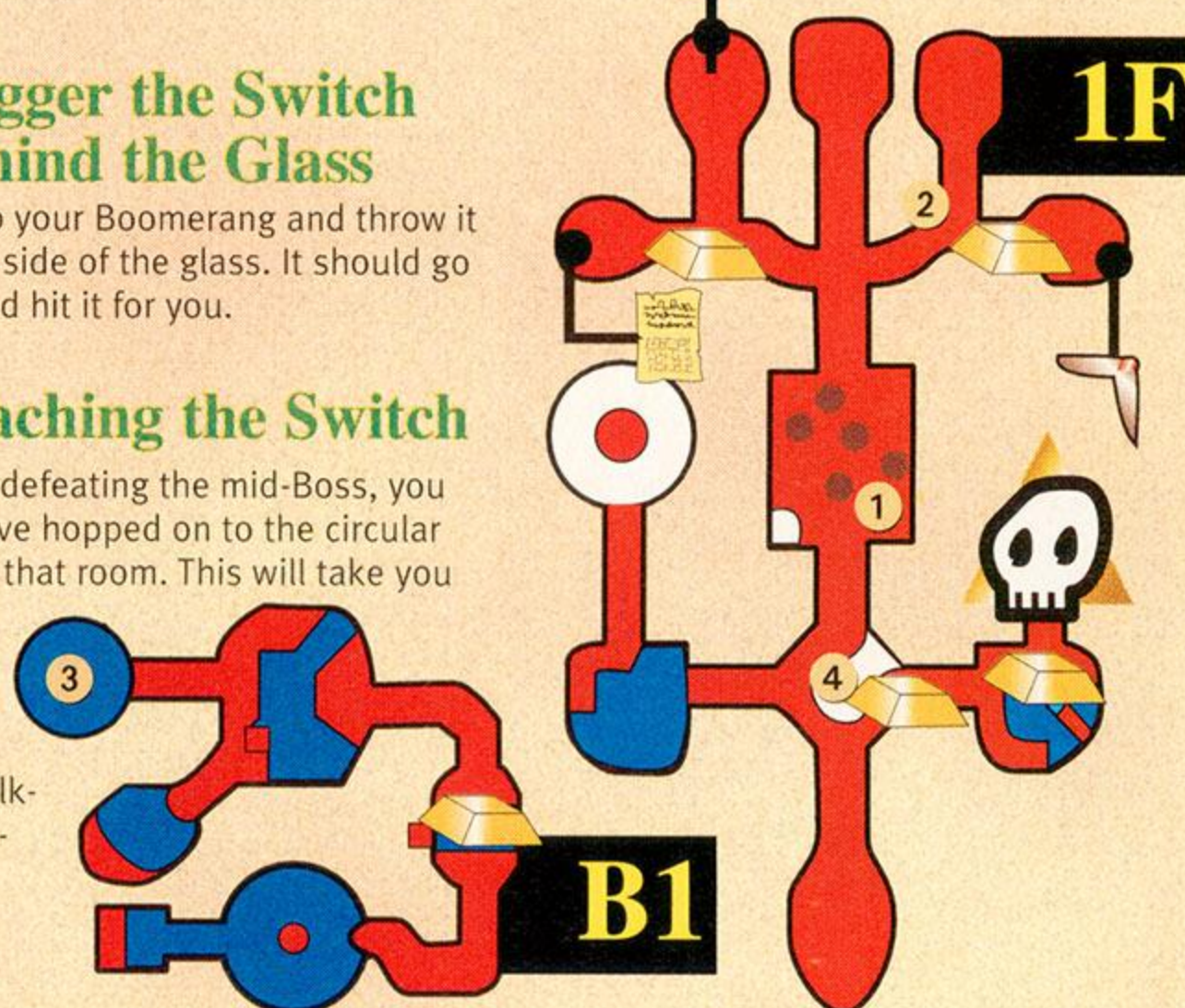


Trigger the Switch Behind the Glass

Equip your Boomerang and throw it to the left side of the glass. It should go around and hit it for you.

Reaching the Switch

After defeating the mid-Boss, you should have hopped on to the circular section of that room. This will take you to a high chamber where you can send a walk-way downward.



7 Years Later...

Zora's Domain

Unfreeze the King: Use the Blue Fire from the Ice Cavern to bring the King back to life. As a reward, he will grant you the Zora's Tunic.

The Quest for the Teardrops: Give the King the Prescription given to you by Biggoron. He will then give you an Eyeball Frog. You must take the Frog to the medicine man's house in Lake Hylia within four minutes. Don't attempt to warp there using the Ocarina, or the time will automatically expire.

Zora's Fountain

Ride the Ice Flows: Jump from ice sheet to ice sheet. You can go to the right and pick up a Heart Container, or you can go left to reach the Ice Cavern.

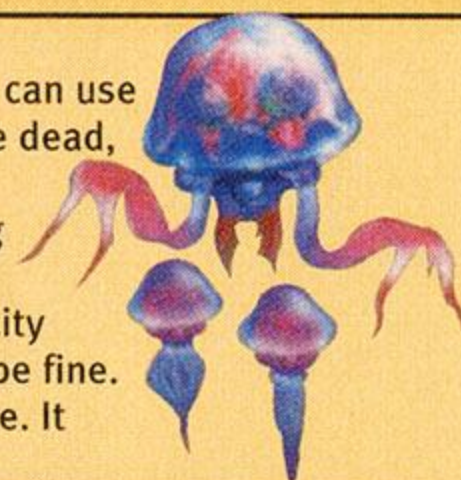
Octorok

How to beat him: Stand your ground and smash it with the Boomerang. Don't lock-on. Do it freestyle so you can fire it off faster. Next, when it starts to spin, clock it again with the Boomerang so it's frozen with its back to you. Now you can use your sword on it a few times. Repeat this step until it's defeated. It's easier to throw the Boomerang to the left than it is to the right. After Octorok is defeated, climb on to the center platform.



Electric Anemone

Use your Boomerang to stun the center section. Now you can use your sword on the giant jellyfish. After all the jellyfish are dead, you can stun and slice up the center section. If the main body starts rotating again, keep throwing the Boomerang until you stun the anemone again. Keep moving around the Boss in a circular pattern, as it tends to shoot electricity straight at you. As long as you keep moving, you should be fine. Locking-on to the center section is particularly useful here. It almost guarantees a hit.



Lock-on with the Boomerang and stun the Anemone's body.

Lake Hylia

Forest Temple

Note: Forest Temple is 7 years later



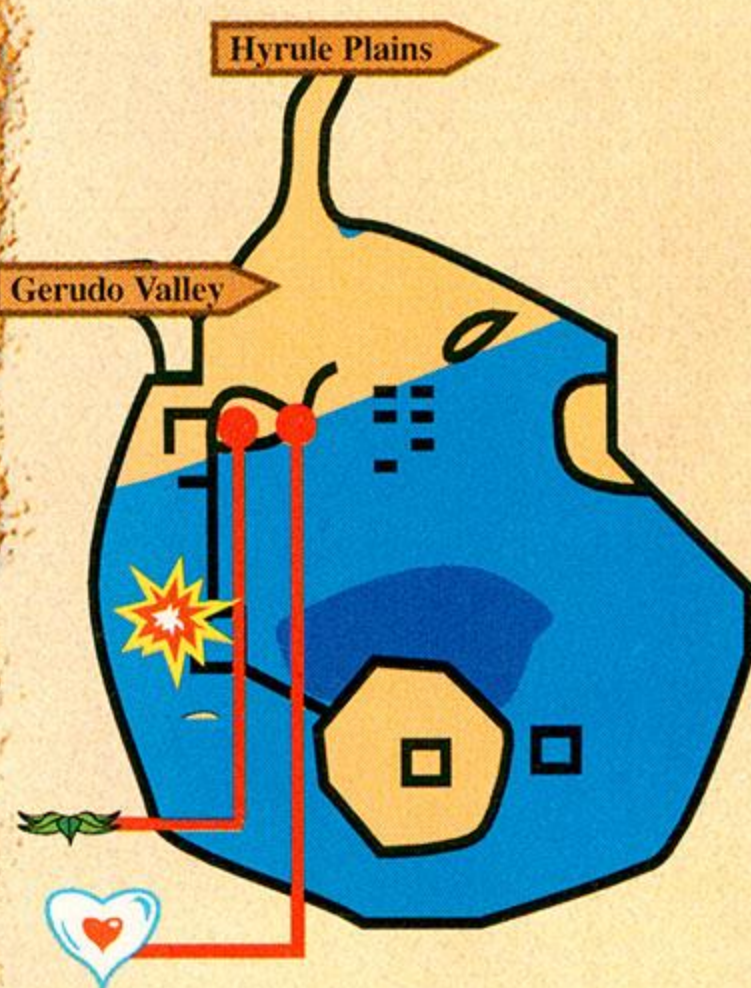
Gone Fishing

If you catch an 11lb. fish, the man will reward you with an **Empty Bottle**. To catch such a large fish, you should do several "scouting" casts. This way you can see what fish are in the water. The big ones will often jump out of the water, so cast toward there.



Empty Bottle

On the floor of Lake Hylia is a **bottle** with a letter in it. You'll need to take this to the Zora King. The bottle is found right between the pillars near the beach.



Sliding the Stones

In room 1 push the stone block in the direction of the arrows. Move the block as far as it'll go. Then head to the nearby ladder and climb on up. There's a second block. Following the arrows, press it where it should go. A tone will sound indicating you have done it right. Next, climb down the ladder and stand on top of the first block you pushed. There is a hard-to-see ledge you must climb up on. It's a bad camera angle.



Revealing the First Two Ghosts

On each of the staircases past the Twisted Rooms there are portraits with ghosts on them. Shoot each one with an arrow, and a ghost will appear.



Ice-Covered Switch

There's a switch in room 5 that is protected by ice. Climb onto the rotating platforms, and keep a steady aim at the switch. When the flame is between your shot and the switch, release the arrow.



The Twisted Rooms

Not only do rooms 2 and 3 twist and turn as you pass through them, but the room at the far end of them rotates on a 90-degree axis as well. Outside the Twisted Rooms is an eye-shaped switch. Shoot it with an arrow, and the room will straighten out.



The Ghost Puzzle

When you shoot the giant Ghost Picture in room 4, five blocks will appear.



There is a limited amount of time, and you must form a picture of the ghost. If the time does run out, the blocks will rotate. However, you can use this to your advantage. First, get rid of that black block. Push it to the far side of the room. Now, look on the side of the blocks that will rotate to the top at the next time lapse. Set up the blocks so that they'll rotate into the proper place.

The Rotating Room

Room 6 has several exits, three of which have switches. You have to hit all the switches to open the way to the Boss. To reveal these passages, you have to grab a wall section and push. It'll take a few pushes to find all of the spots.

Stalfos

Battling the Stalfos can be tricky, especially when you're taking on two at once. The secret is to kill both at the same time or close to it. Otherwise they'll resurrect.



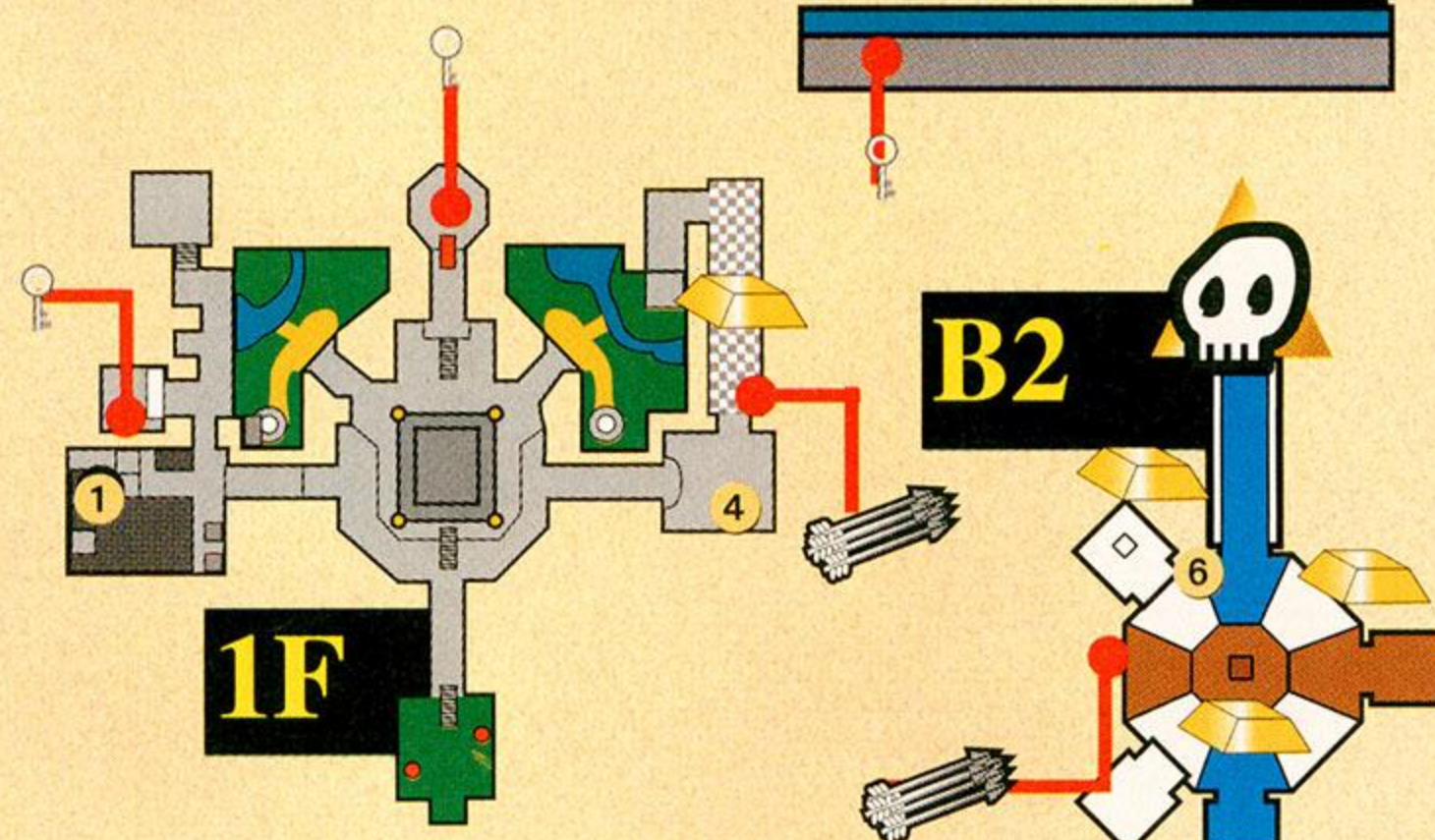
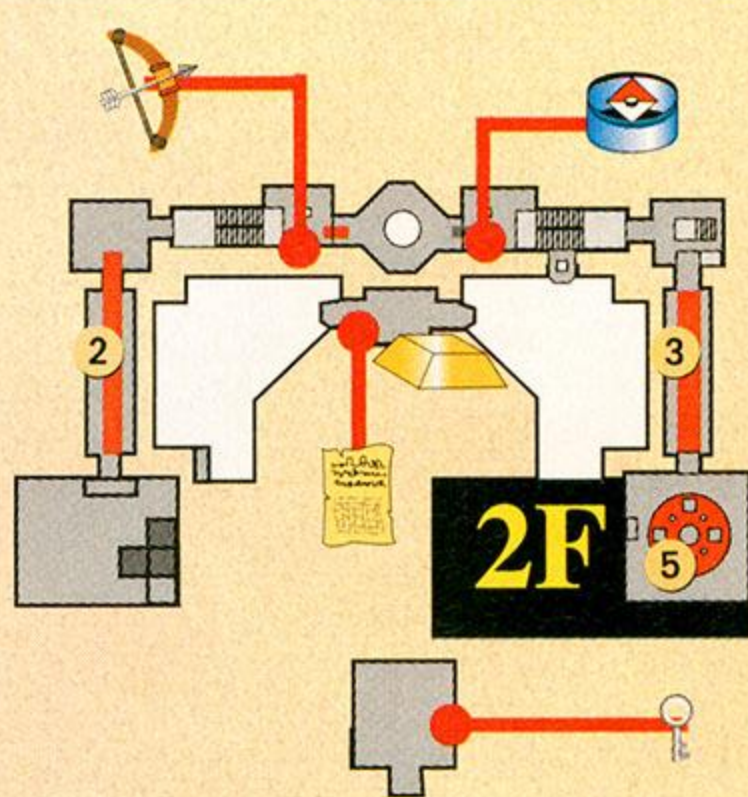
Minighosts

To fight the first three small ghosts, lock-on to them and hold out your shield. The Ghost's torch will bounce off harmlessly, leaving it open to a single hit. Repeat this and you'll win.



Main Ghost

A ring of ghosts will circle around you. Only one of them is real. Keep a sharp eye out for the one that spins around. That's the real ghost. Whack it, and wait for the cycle to repeat.



7 Years Later... Lake Hylia

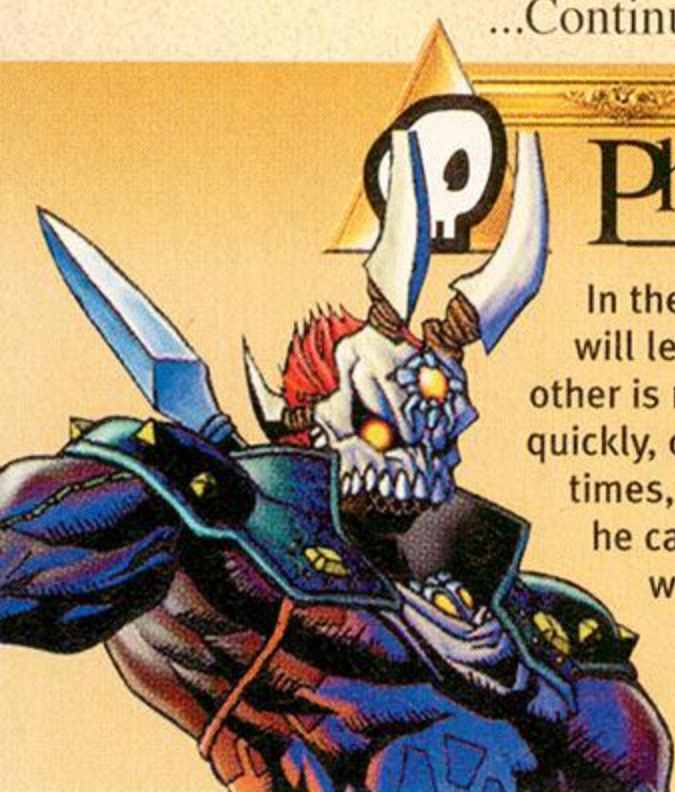
Sink to the Bottom: Use the Iron Boots (found in the Ice Caverns) to sink to the bottom of the Medicine Man's watery room. If you talk to him afterward, he will reward you with an Empty Bottle.

Ride the Plant: If you planted a Magic Bean by the Medicine Man's house, you can ride a plant to retrieve a Heart Container, as well as float over to the fishing place.

Gone Fishing, Again: If you catch a 16lb. fish in the fishing game, the man will reward you with the Golden Scale. This allows you to dive for a total of 12 seconds.

The Lone Grave: There is a lonely grave past the rickety bridges. Pull it to reveal a secret store.

...Continued from Forest Temple



Phantom Ganondorf

In the room with a circle of pictures, you will face Phantom Ganon. Ganon will leap out of one of two pictures. One Ganon is an illusion and the other is real. Nock an arrow and shoot the one that comes out. Shoot him quickly, or he'll blast you with electricity. After he's been shot three or four times, the horse will go away and leave the Boss floating around. When he casts a bolt of energy, use your sword to bat it back at him. Be warned, because Ganon can slam it back at you! Once he's hit, he'll land on the ground. This is your chance to get as many hits as you can. Repeat this pattern. Make sure you have a lot of life before you fight him.



Aim quickly, because Phantom Ganon is fast!



Ice Cavern

How Do I Melt the Red Ice?

In rooms 1, 2 and 3 you will find some blue-looking flames. Use an Empty Bottle on them. You now can pour the Bottle on the ice to reveal whatever is underneath.



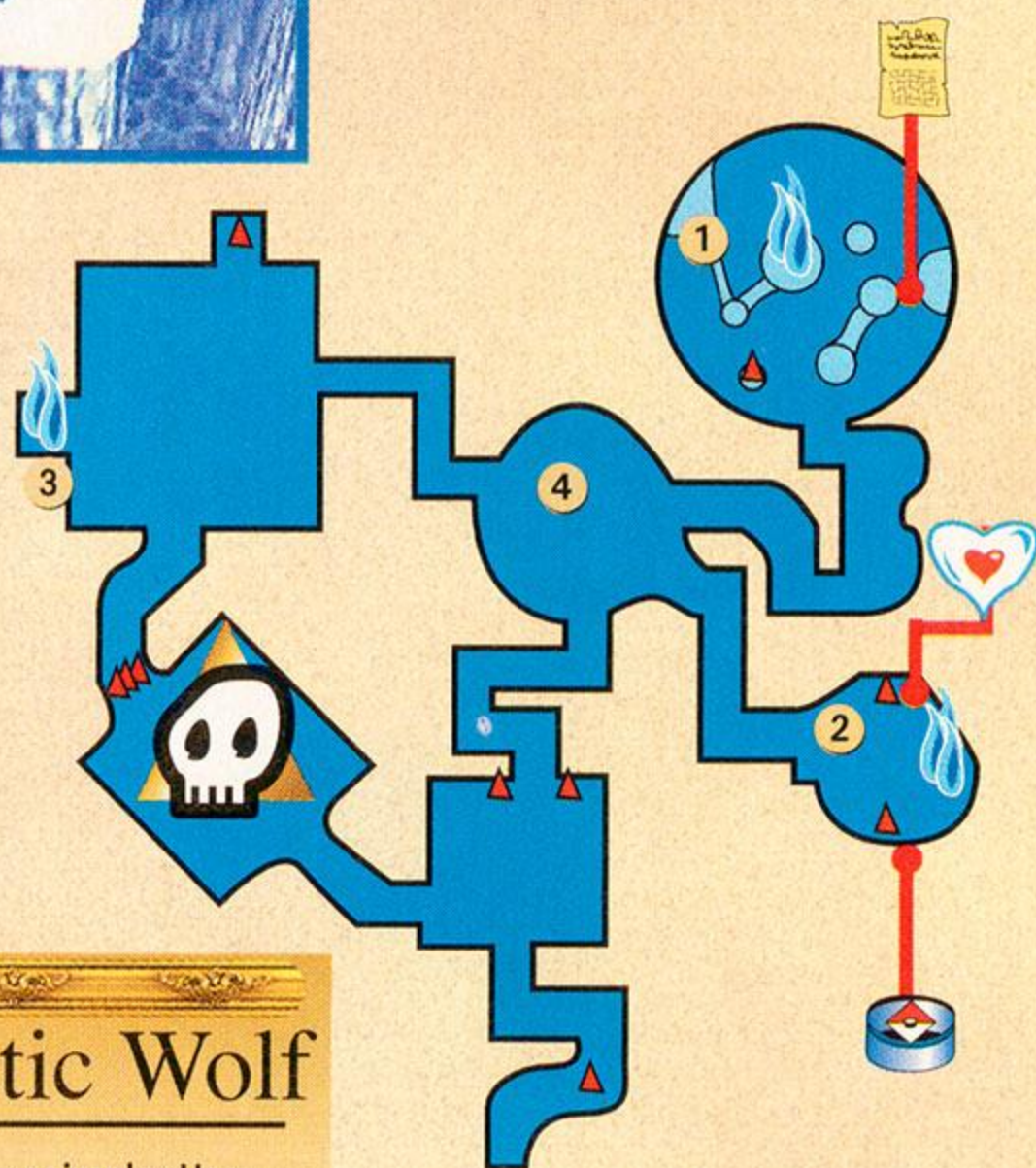
The Block Puzzle

Shove the ice blocks to wherever you need in order to get the silver rupees. You don't have to do it all in one pass. You can reset the block by pushing off into the pits.



Opening Doors in Rooms 3 and 4

Dotted about the level are five giant silver rupees. Once you manage to collect all of these, you will be able to exit the level.



Arctic Wolf

Killing this wolf is very simple: Use your shield to block its hits. When it raises its claws to strike, take your stab. It only takes about three hits to kill it. This beast is really easy. This will earn you the Iron Boots for your efforts.



Sinking with the Iron Boots

With the Iron Boots you can now sink to the bottom of any pool of water. Use the boots to leave the dungeon.



Gerudo Valley

Riding the Chicken

You can get across the chasm using the chicken. Simply grab on to it and fall from the ledge. Do not hit the Action button or you'll throw the little bugger.

You can use the chicken to get to the opposite bank on the right. Going this way will lead to the place where you can place a Magic Bean. If you go across the chasm on the left, you'll find a crate. Inside is a Heart Container that's sure to be useful.



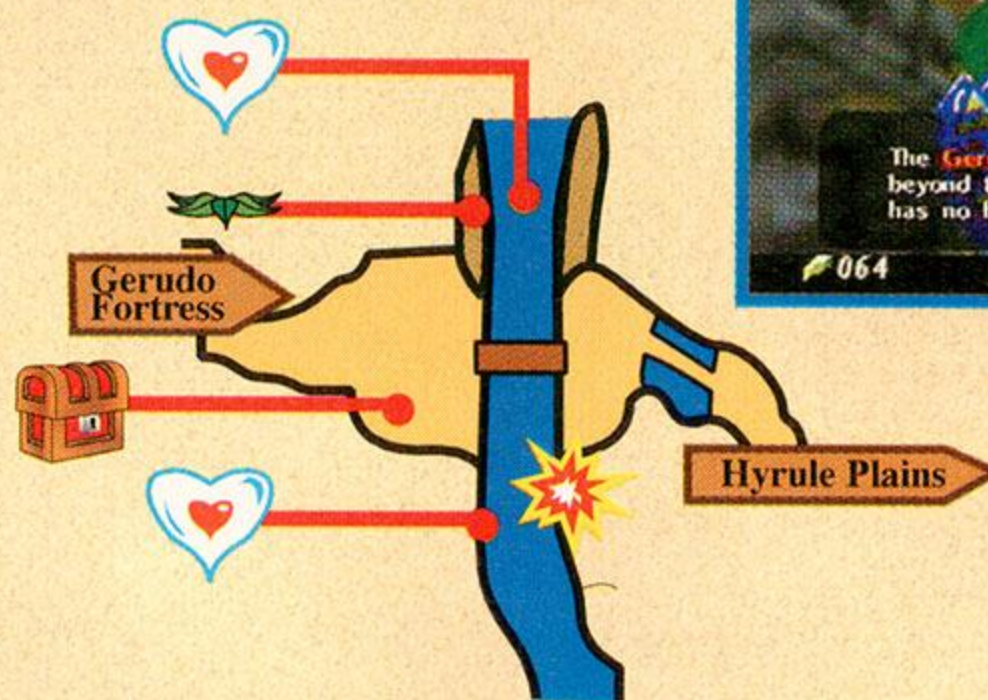
The Waterfall

If you look behind the waterfall on the far-right side, you'll come across a ladder that leads to a small alcove. Inside is a secret Heart Container. You'll have to use the chicken trick to get to this area.



None Shall Pass...

You cannot get past the Gerudo Guards because you are not one of them. You'll have to explore this area in the future.



7 Years Later... Gerudo Valley

Getting Across: There are two ways to get across. 1. You could have planted a Magic Bean on the bank and ridden the leaf to the other side. 2. You could have used the Hover Boots.

The Race: The man who runs around Hyrule is at the Carpenter's camp. If the bridge has been repaired, he will let you try to beat his race record. This earns a Heart Container.



Gerudo Fortress



How to Escape

To escape your prison confinement, you must use the Hookshot on the wooden section hanging over the window. This will take you to a ledge. Don't just fall down or you'll end up getting caught again.



Membership

Once you've freed the last carpenter, a Thief will give you a **Gerudo Membership Card**. This will allow you to walk among them without getting thrown in prison. It also allows you to enter the Gerudo Training Ground.



Sneaking Around

The best way to deal with the guards is to knock them out. To do so, you must use your bow from a distance. Any other weapon will alert them. Make sure you have a lot of arrows before going here.



The Carpenters

Four carpenters have been captured by the Gerudos. You must find and free them. To do so, first talk to the captive carpenter. This will trigger a battle with a guard. After all of them have been freed, head over to the ruined bridge.



Archery Training

The Gerudos are excellent archers, even while on horseback. Behind the fortress there is a contest where you can try to shoot targets while on horseback. If you earn a perfect score of 1,000 points, you will receive a Heart Container. Take a few passes as it takes getting used to.



Desert

Gerudo Valley



Gerudo Thief

As soon as you talk to a prisoner, you'll be attacked from behind by a Gerudo Thief. Don't knock the skill with this women fight. One hit from her Jumping Slash and you'll end up in your own jail cell. First, lock on to her. Keep blocking until you see an opening. The best time to strike is right as the thief leaps in with her deadliest attack. If you hit her first, you will throw her attack off. To speed the battle up, try a jumping attack. This will get past her guard, but it leaves you vulnerable if you miss. You will have to fight four Gerudo Thieves.



Gerudo Training Ground



The Treasure

At the end of the Training Ground is the Ice Arrow. This item isn't necessary, but it is kind of cool. To reach the big treasure chest, you'll have to find all the keys and make it to the end of the maze of doors. This area is pretty easy, so you should have no problem. Just remember how all the puzzles in the game are, and it's a snap!



The Tricky Room

In Room (1) there is a tricky little puzzle. There is an illusion on the right-hand wall. You'll have to use the Lens of Truth in conjunction with the Hookshot to get through it one way. There is also a giant brick you'll need the Silver Gauntlet to pull. Don't trust the door in the room. It's actually a trap.



Hidden Chest

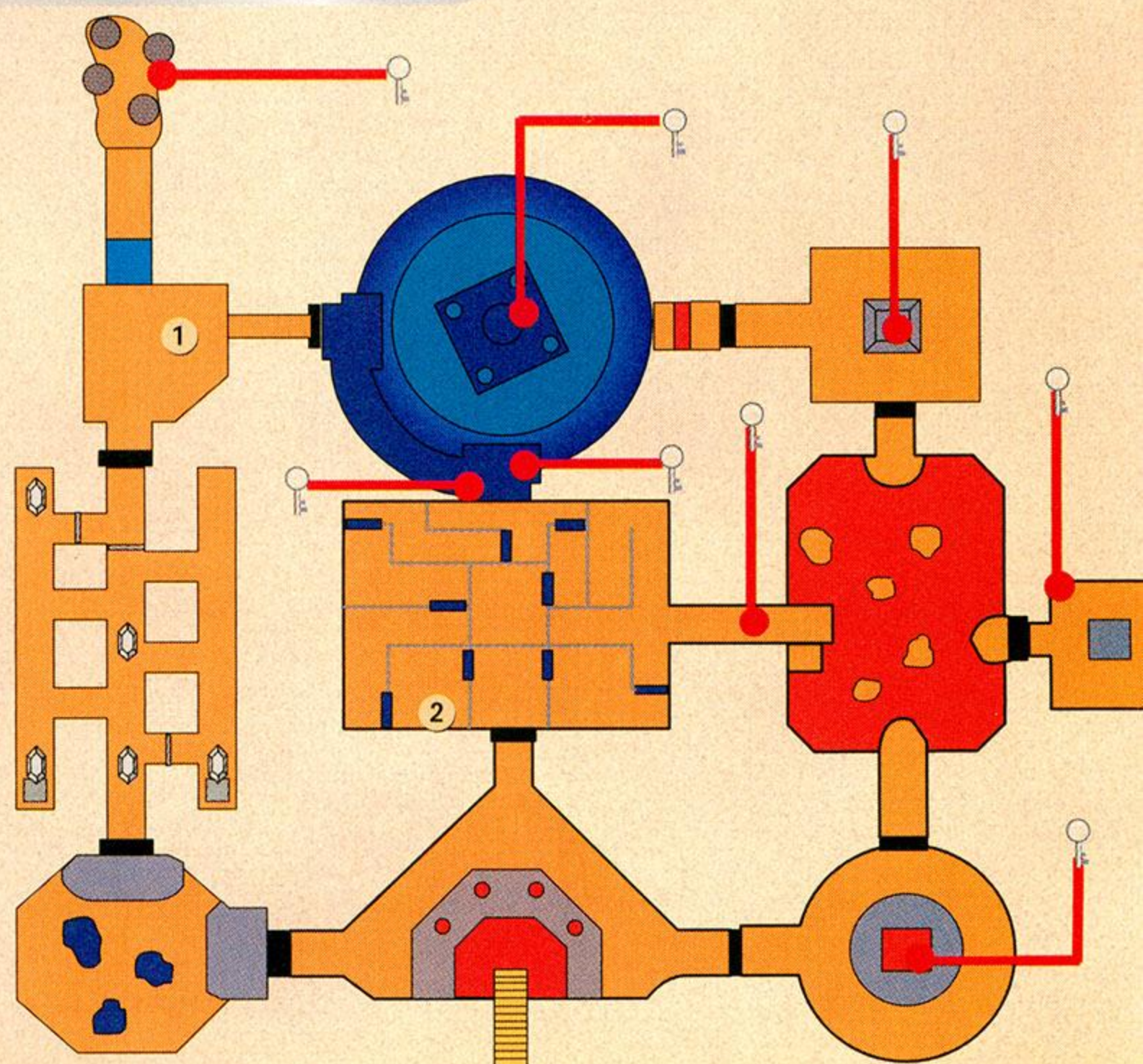
In Room (2) there is an illusion on the ceiling. Climb the fence to reach the treasure box hidden above.



Shoot the eye in the first room of the Training Ground above the door.



Use the Lens of Truth to see through the illusion above the door.



Fire Temple

The Inferno

This level is really hot—too hot for Link if he's not equipped with the Goron Tunic. There are a few tricky spots in this level, but overall it's not too tough.

1. Use the Hammer whenever you see a lone block standing up. This will eventually create a platform that you can use to cross over to the Boss' room.

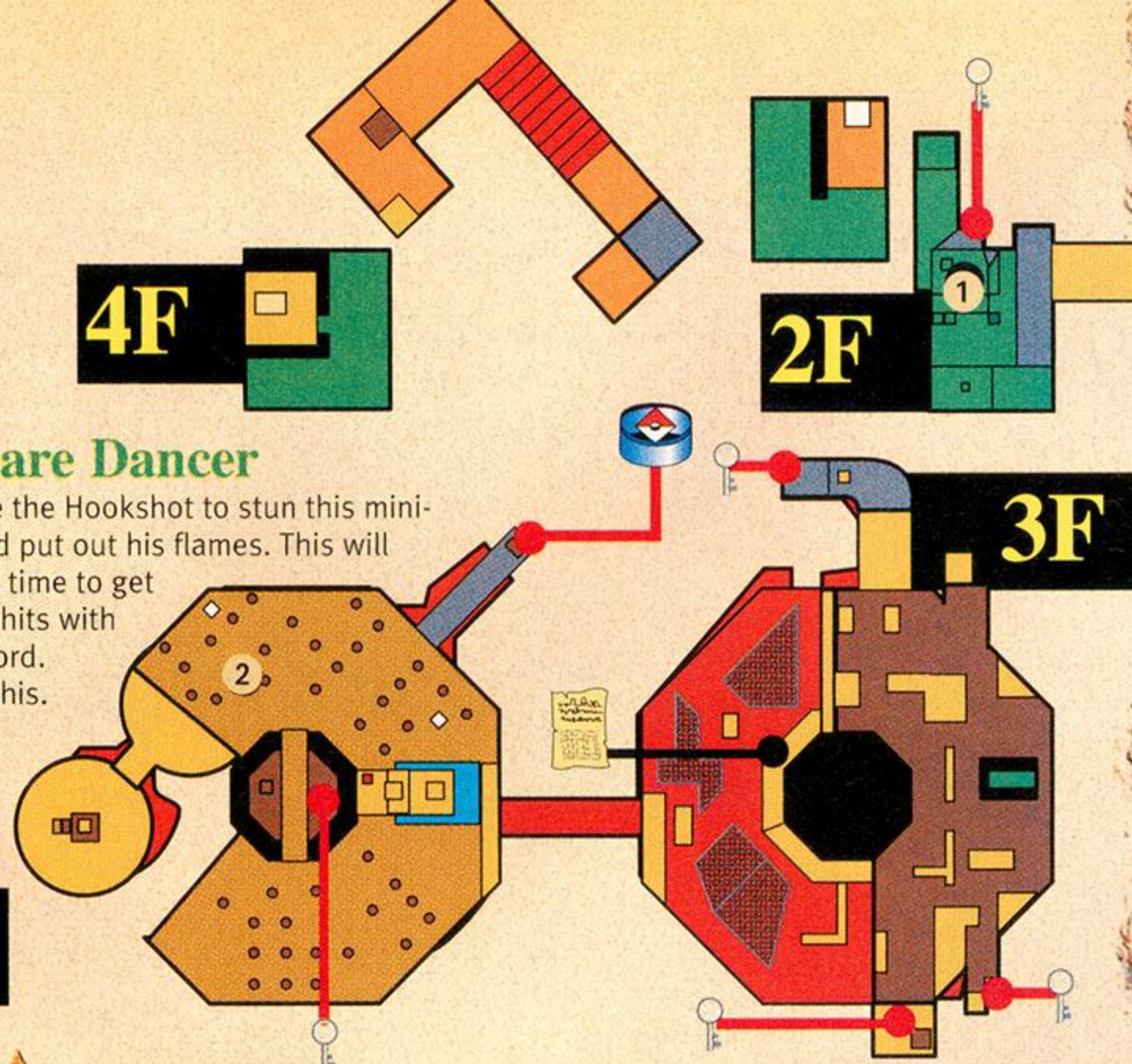
2. In Room 1 you must use a bomb to trigger a switch so you can climb the ladder.

3. In Room 2 you must move slowly. There are walls of flame that will come up, making for a nasty maze.



Flare Dancer

Use the Hookshot to stun this mini-Boss and put out his flames. This will give you time to get in a few hits with your sword. Repeat this.



Volvagia

This dragon is simple to defeat. There are a series of holes in the room. Think of this battle as an enormous game of Whack-A-Mole. As soon as you see the dragon raise his head out of a hole, smash it with your Hammer. This will stun him, allowing you to get several more hits in. Get your Hammer hit in quickly, or you'll be doused in flame. Dodge the rocks that Volvagia triggers from the ceiling. These are the biggest threat.



Water Temple

Too Much H2O

This is the longest and most tedious level in the game. You will have to find the Triforce pictures and play the Lullaby there to raise and lower the water. Most players will get stuck at one of two points, so here's how to get through. 1. Flooding the Tower: When you flood the central tower, put on the Iron Boots and drop down. There is a secret passage that is underneath the hollow block. This contains a much-needed key. 2. River Rapids: Behind the Hookshot upgrade is a block that can be removed with the Song of Time. This block is easily ignored. This will lead to an essential key. Use the Iron Boots in the rapids.



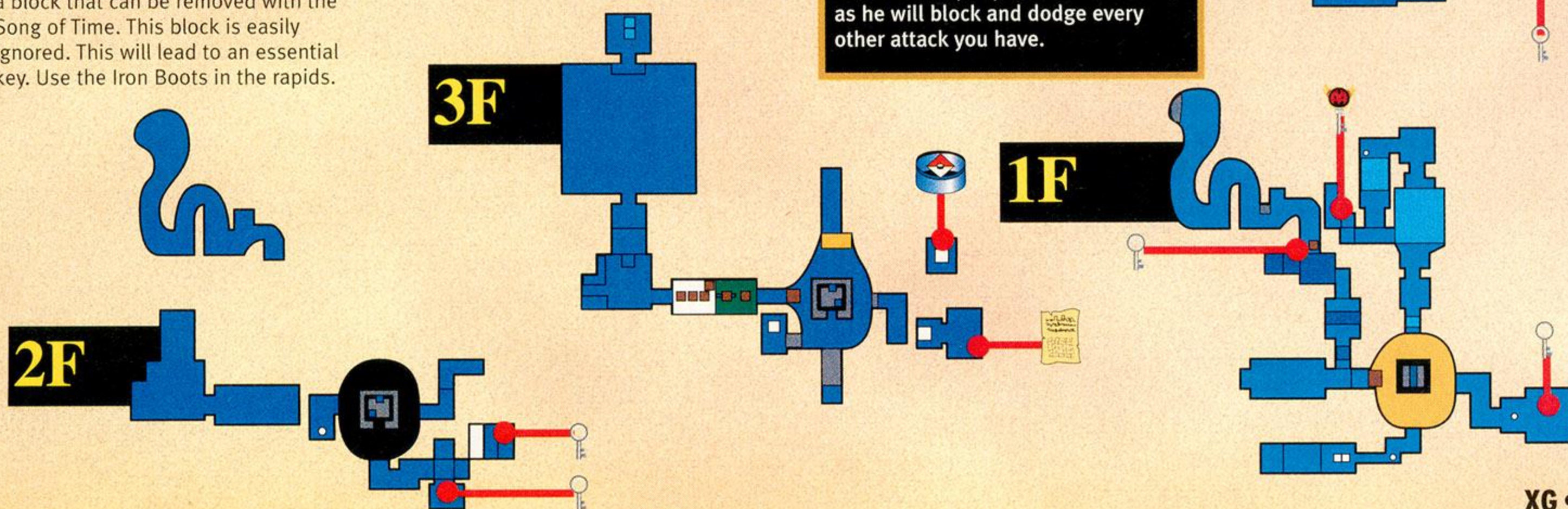
Use the spin attack to hit the switch hidden behind the grating.



Dark Link

The mini-Boss of the Water Temple is an evil reflection of Link himself. Use jump strikes to hit him, as he will block and dodge every other attack you have.

B1



Morpha

Morpha can control the water in the room to grab and fling you around. These hits cause a lot of damage, so you'd best be prepared with Fairy Bottles. Keep to the edge of the room. By staying in the center, you'll make yourself a sitting duck. The key to beating Morpha is to lock-on and nail the body section with the Hookshot. Drag the section toward you, and start hacking. Keep moving.



Keep as far from the water tendrils as you possibly can.

Aftermath...

Once the Water Temple has been completed, certain story events will take place. Most noticeable is that Lake Hylia will fill with water once again. This allows you to stand on the stone platform next to the Water Temple teleport point. From this location, you can fire an arrow into the sun. This will make a Fire Arrow appear. With the water filled, you can reach the item.

This will also trigger events in Kakariko Village. This sequence will tie in with where you go next: the Shadow Temple.



The lake will fill, allowing you to reach new areas. Now you will be able to reach the Fire Arrow if you did the secret.

Shadow Temple

Illusions Galore

The Shadow Temple is loaded with illusions. If you don't have the Lens of Truth, you won't be able to make it past the many traps. Unique to this level are the invisible treasure chests. Always equip the lens. Enemies can be made invisible by illusion as well.

The Shadow Temple hides the Hover Boots within its corridors. The boots will let you glide over empty space for about three or four seconds. This is enough to get you over minor pitfalls. Any place you couldn't reach before can now be entered using these boots.



Open the Mouth

To open the mouth of the doorway (Room 1), you must push the statue till it faces the one real torch. Use the **Lens of Truth** to see which one is real. If you choose the wrong torch, the ground will fall out from underneath you. This will hurt you and force you to start over.



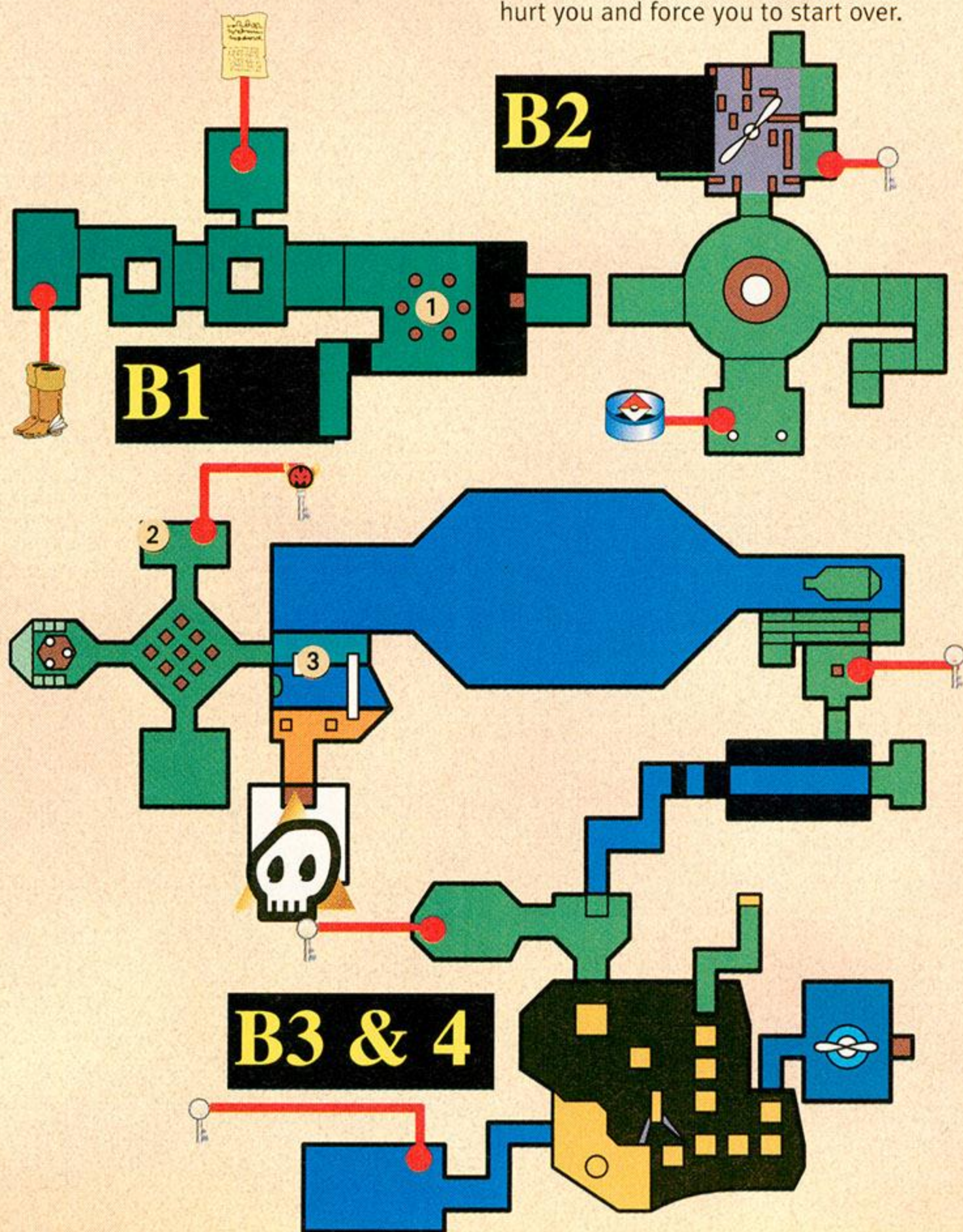
The Spike Trap

When the spiked walls (Room 2) start closing in on you, look at the material that they are made of: wood. Wood burns easily, so get rid of the spikes by casting **Din's Fire**. This will burn them away, leaving you free to get the treasure.



The Statue

After you jump off the ship you will see that there's no way to cross the chasm leading out (Room 3). Use your Fire Arrows to ignite the bomb plants next to the statue on the opposite bank. This will knock it over, thus giving you a bridge to cross.



Mini-Boss

Remember that annoying Boss you faced in the well? He returns in the Shadow Temple to try to take you down once again. Hack at his arms to carve yourself a hole from which you can attack. Try not to get grabbed, but if you do, try to shake free. This guy's main weak point is his head. Nail the head whenever there aren't any arms nearby. It only takes a few hits.



Bongo Bongo

Bongo Bongo has two giant hands with which to smash and grab you. Its body cannot normally be seen, so you will have to equip the Lens of Truth. To beat Bongo Bongo you will have to take these steps: 1. Shoot both hands with arrows. Watch out for the hand opposite of what you're shooting. 2. Shoot the giant eye in the middle of Bongo Bongo's head. 3. When Bongo falls, use your sword on it repeatedly.



The Desert Colossus

The Desert

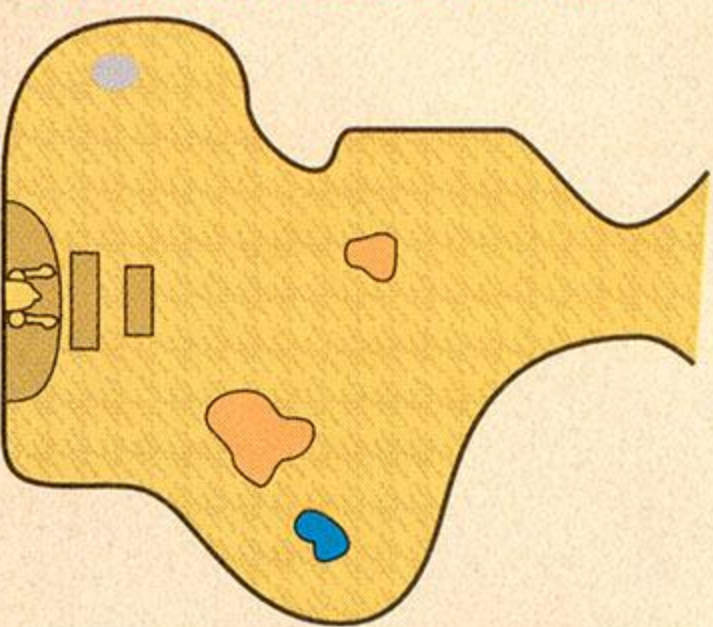
Crossing the Desert is a difficult task. First you must use the poles as your guide. Make your way from pole to pole. Stray too far and you'll end up right back at the beginning and a little hurt. If you have a small TV, this part might be a little tough.

Far into the desert you will come across a small building with a stone slab. Follow the instructions on the slab by equipping the **Lens of Truth**. The Lens will allow you to see a ghost who will take you down the correct path through the desert.

Look carefully in the shifting sands for a man on a Magic Carpet. He sells some interesting goods, Bombchus in particular. Pick some up if you can.



Follow the poles to make your way through the desert storms.



Spirit Temple

Traveling in Time...

First you must enter the Spirit Temple in the past. Little Link is the only one who can squeeze into the small holes. Collect the **Silver Gauntlet** and then go back to the future.

In the future, the bulk of the puzzles involve shedding light on the sun switches. You will have to use giant reflectors to guide the light in the proper direction. You will find the **Mirror Shield**, and it will be essential to triggering some of the switches.



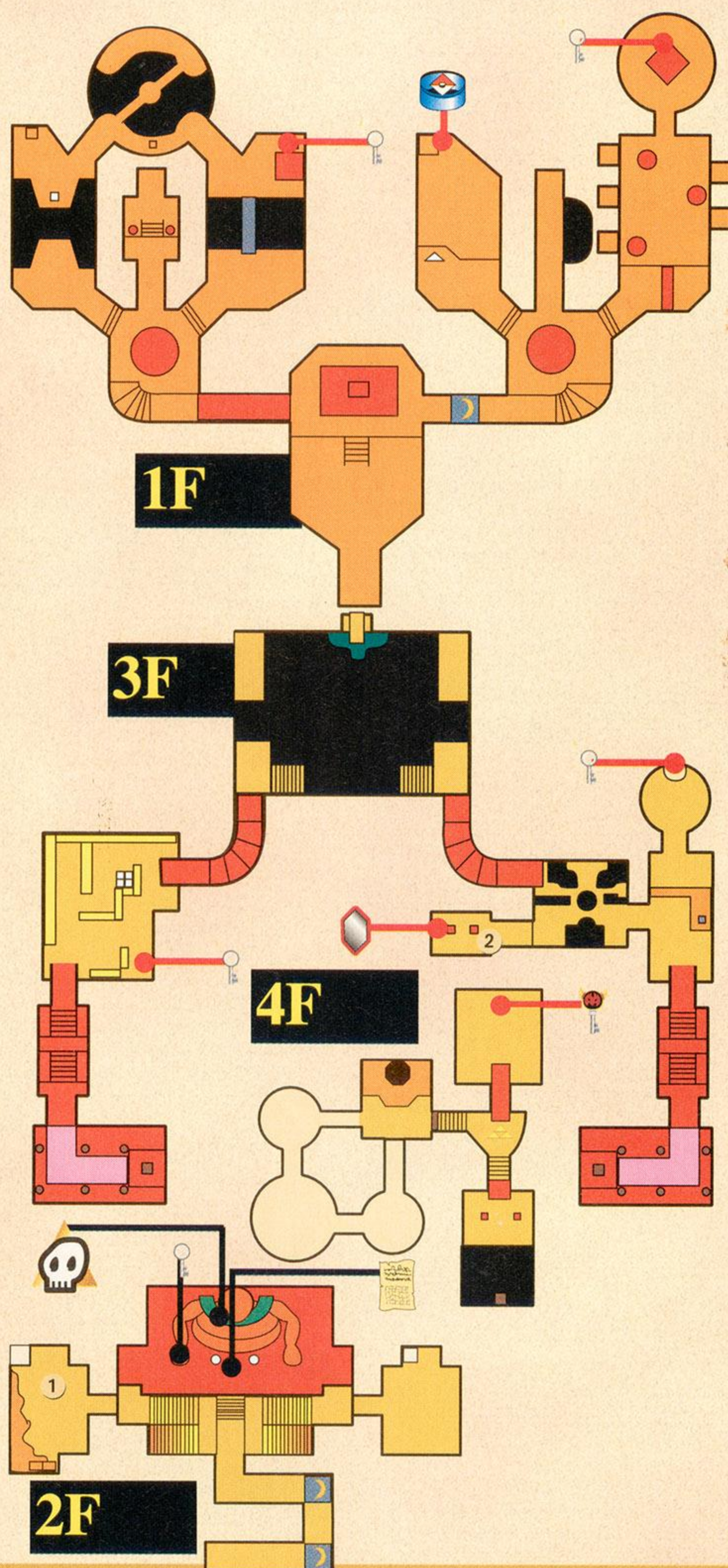
Use a Bombchu on the wall in Room 1 to flood light onto the sun switch.



In Room 2 you can use the Hookshot to grapple to the top.



Use the light to burn the face of the statue and Hookshot across.



Iron Knuckle

Several times you will be faced with a giant armored adversary. One hit from its giant axe will remove about seven hearts. Keep your distance and lob bombs for the safest way to win.



Twinrova

The two witches will fire elemental-based attacks at you. To easily defeat them, use the **Mirror Shield** to reflect their shots. The lock-on will help things a lot. Lock on to the witch that has the energy swirling around her. Hit the fire-casting witch with ice and vice-versa. After this has been done a couple of times, the witches will merge. When the combined witch fires a spell, save it in your shield. Collect three spells of the same kind and you can fire it back at her. This will knock her down to the ground. Use this time as an opportunity to get in a few good licks. The witch attacks do a lot of damage, so make sure you can heal.



Reflect the magic attacks back at the witches using the Mirror Shield.



Ganondorf's Castle



The Final Battle

To reach Ganon you must destroy the barrier that protects the center tower. To do so, you must destroy the generator of each by firing a Light Arrow into the center of it.



The Great Fairy

Behind a giant obsidian slab is a Great Fairy. Look for the slab outside of the Castle where the Fairy in the Past was found. You'll need the Golden Gauntlets to pick it up. What the Fairy of Courage will do for you is double your defense so you will only take half the damage. Your hearts will get a white outline signifying that you now can take twice as many hits. You'll definitely need her help for the troubles ahead.



As you can see, your hearts will take on a new look.



You can effectively double your health by seeing the Great Fairy.



Fire Door

Collect five Rupees to open up the way onward. You will need the Golden Gauntlets to pick up a stone slab that hides a rupee.



Light Door

You will need to use the Lens of Truth many times to make your way past the illusions. When you come across the symbol of the Triforce, play Zelda's Lullaby to reveal a treasure containing a key.



Spirit Door

To activate the switches behind the fence, you can use your spinning sword attack or a Bombchu. To activate the sun switches, burn the webbing in the ceiling with a Fire Arrow and reflect the light with your shield.



Shadow Door

This area is very much like the Shadow Temple itself. You must use the Lens of Truth to see the invisible sections. To make a bridge over the dark chasm you must shoot a Fire Arrow at the lone unlit torch. Move quickly, as things are timed. Your reward for completing this section of the level is the Golden Gauntlets. These will allow you to pick up massive stone slabs. Hint: Go outside to find the Great Fairy using these powerful gloves.



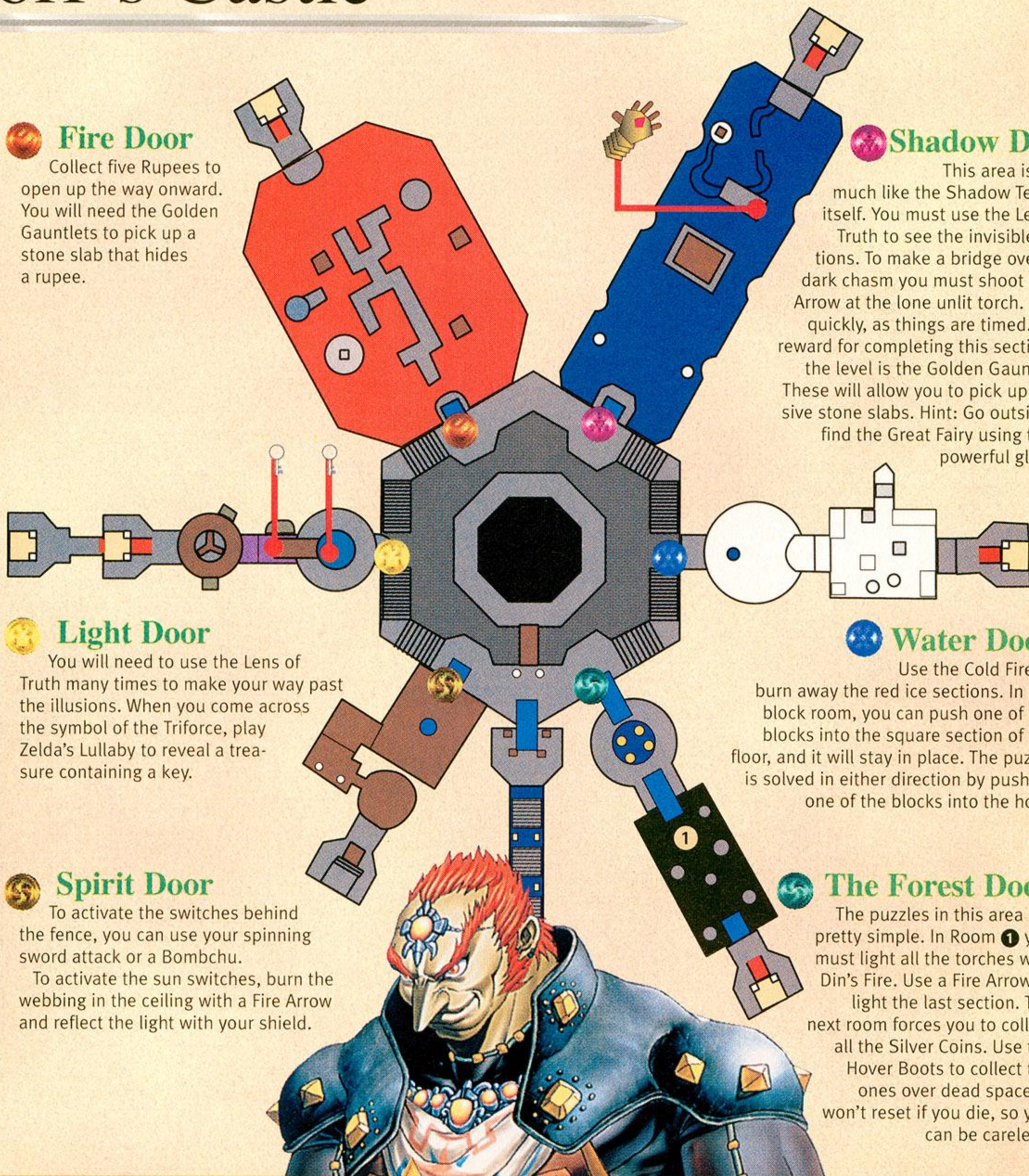
Water Door

Use the Cold Fire to burn away the red ice sections. In the block room, you can push one of the blocks into the square section of the floor, and it will stay in place. The puzzle is solved in either direction by pushing one of the blocks into the hole.



The Forest Door

The puzzles in this area are pretty simple. In Room 1 you must light all the torches with Din's Fire. Use a Fire Arrow to light the last section. The next room forces you to collect all the Silver Coins. Use the Hover Boots to collect the ones over dead space. It won't reset if you die, so you can be careless.



Ganondorf

To defeat Ganondorf you must make sure that you have a lot of Magic Power, some way to refill your health, and as many arrows as you can hold.

How to Defeat Ganondorf:

- 1 Make your way to one of the corner sections of the top. Do not stand on the center tower where Ganondorf is. The corner spots will not fall down when he hits the floor.
- 2 Use your sword to reflect his shots back at him. You may have to volley the shot back and forth several times.
- 3 When Ganon is hit with the energy ball, use a Light Arrow to blast him.
- 4 Immediately switch to the Hookshot and grapple onto the Boss.
- 5 Swing your sword at Ganondorf. With luck you can get three hits in.
- 6 Escape the area by hook-shotting to safety. You will have to repeat this many times.



Ganon's super shot can be dodged by circling a platform.



Ganon—last Boss

Just when you thought you had beaten the game, Ganon appears again. Using the powers of the Triforce, his form is mutated to show his inner self. The power of Ganon is not to be underestimated. He'll knock your sword right out of your hand!

How to Defeat Ganon:

- 1 Keep to the center of the level. Make sure that Ganon doesn't swing his sword near the remaining parts of the tower. Valuable items are hidden underneath, and you don't want them to get wasted.
- 2 Shoot a Light Arrow into his head. Then circle behind him and smash his tail on the pulsing green spot. Do this several times, and Ganon will weaken. Use this time to grab your sword.
- 3 Now, use your Light Arrows to stun him again. Instead of using your Hammer, swing the Master Sword. After about 10 hits, Ganon will finally be defeated once and for all.



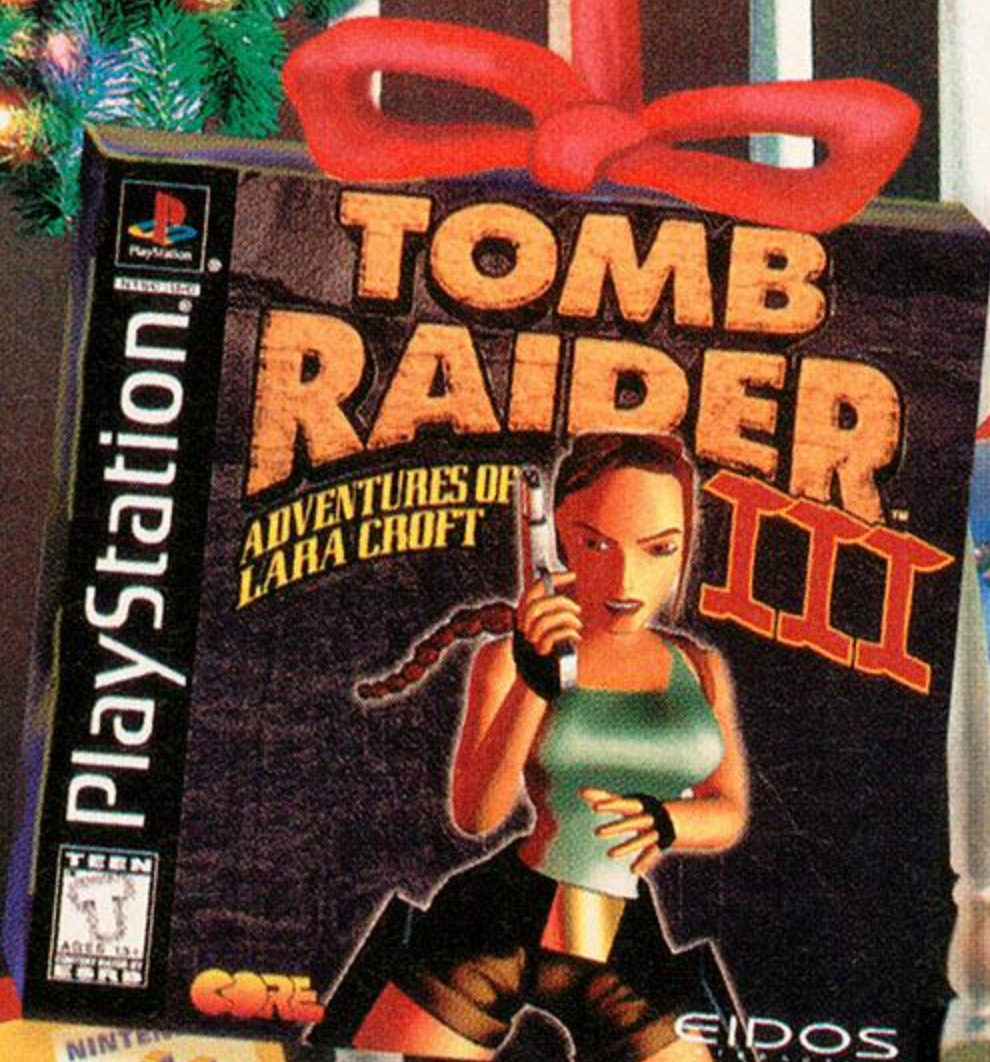
Keep Ganon away from the stone sections. They contain power-ups.



electronics
boutique®



\$44.99



\$49.99



\$49.99



\$54.99

Happy Holidays

WWW.EBWORLD.COM



129⁹⁹

Playstation Game Console
w/ Dual Shock Controller
PLAYSTATION
S.C.E.A.



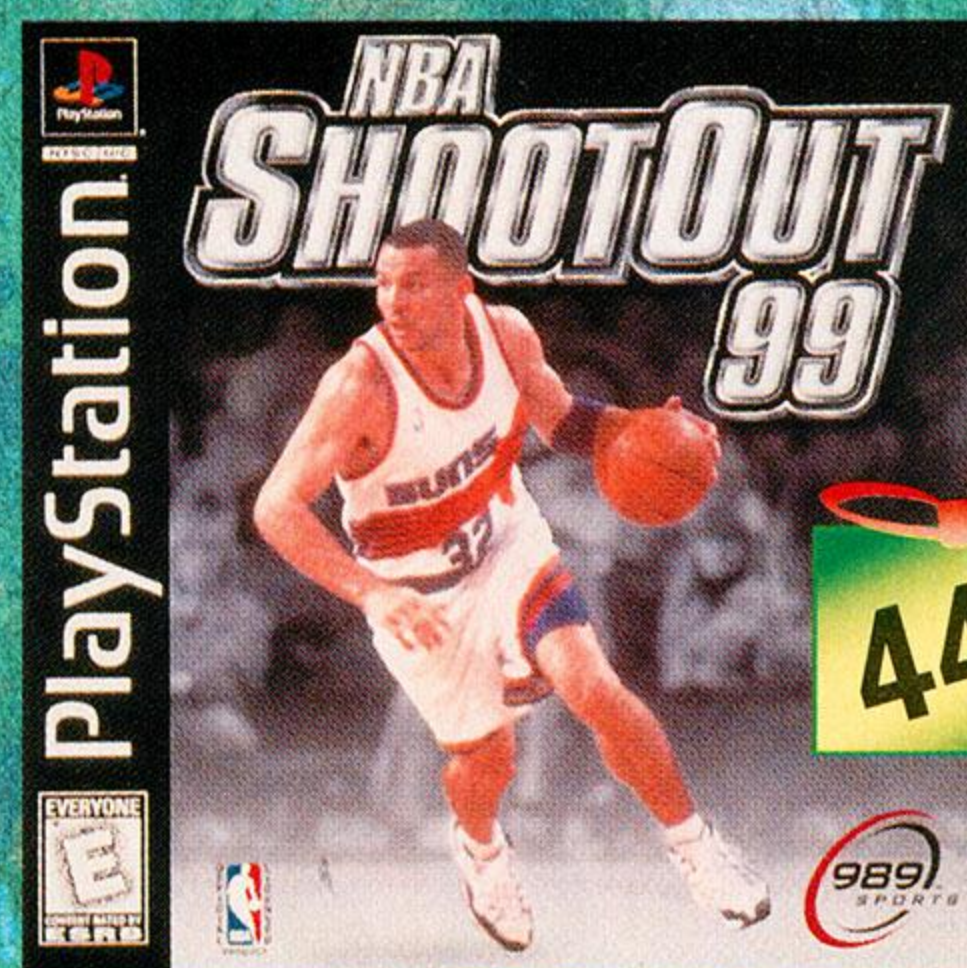
29⁹⁹

Dual Shock Controller
PLAYSTATION
S.C.E.A.



14⁹⁹ EA.

Color Memory Cards
PLAYSTATION
S.C.E.A.



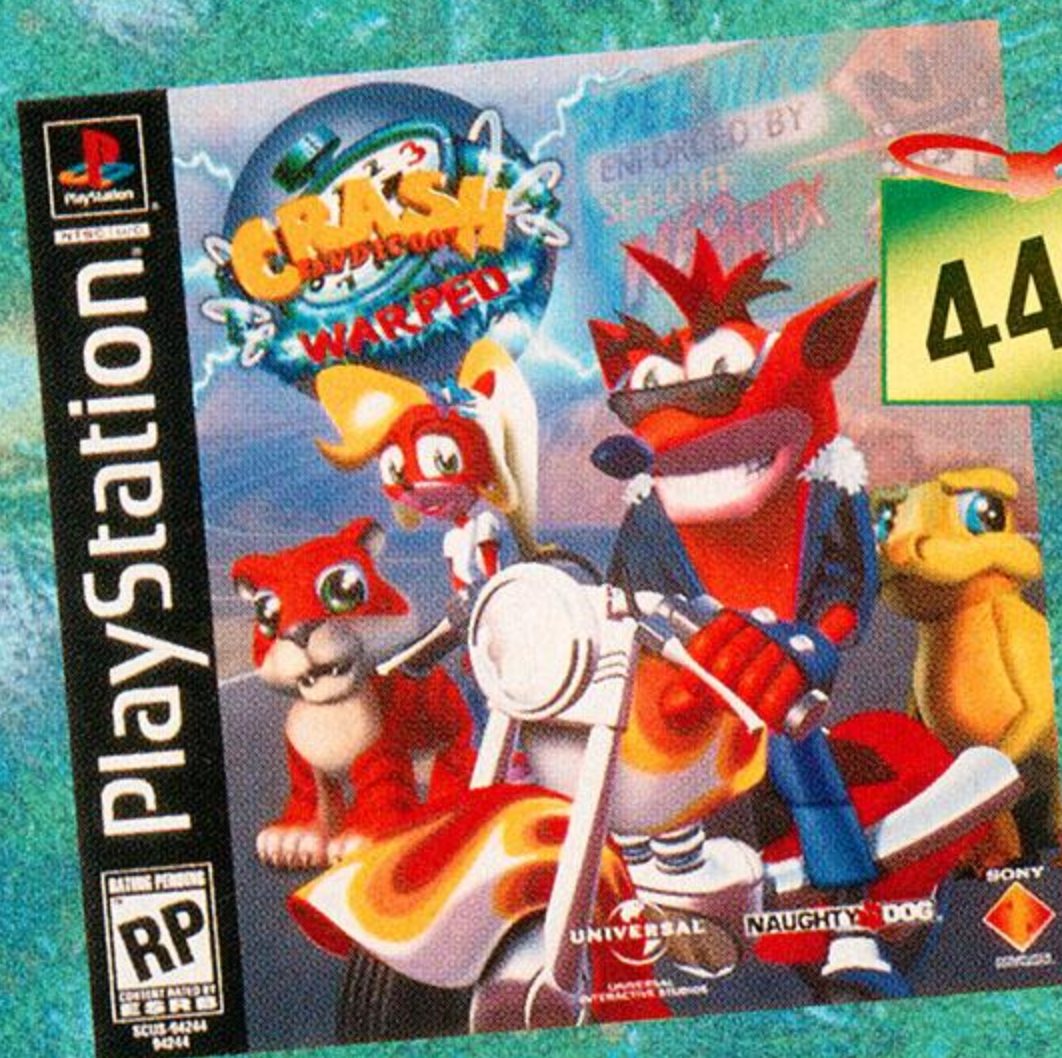
44⁹⁹

NBA ShootOut 99
PLAYSTATION
S.C.E.A.



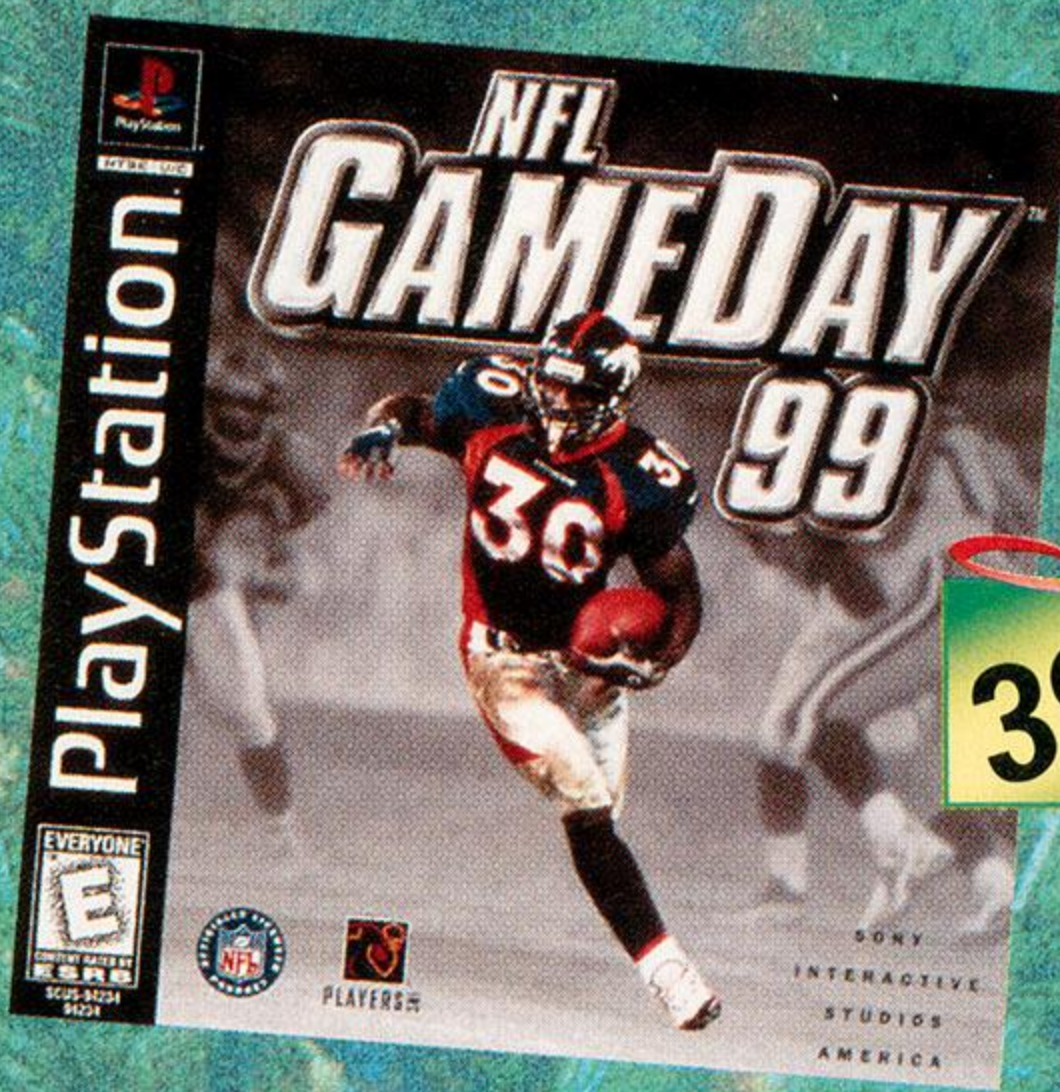
44⁹⁹

Twisted Metal III
PLAYSTATION
S.C.E.A.



44⁹⁹

Crash Bandicoot Warped
PLAYSTATION
S.C.E.A.



39⁹⁹

NFL Gameday 99
PLAYSTATION
S.C.E.A.



39⁹⁹

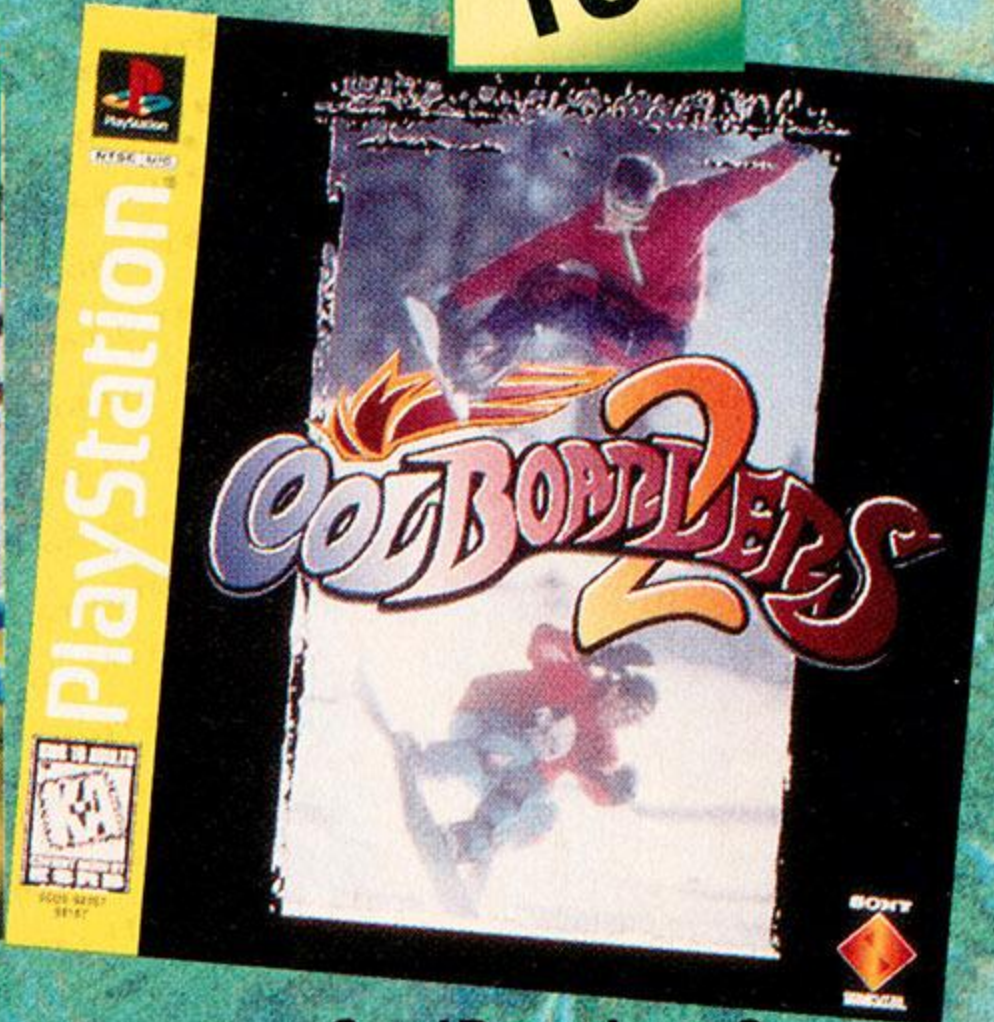
Spyro The Dragon
PLAYSTATION
S.C.E.A.

19⁹⁹



39⁹⁹

A Bug's Life
PLAYSTATION
S.C.E.A.



CoolBoarders 2
Greatest Hits
PLAYSTATION
S.C.E.A.



44⁹⁹

CoolBoarders 3
PLAYSTATION
S.C.E.A.



19⁹⁹

Crash Bandicoot 2
Greatest Hits
PLAYSTATION
S.C.E.A.



19⁹⁹

Jet Moto 2 Greatest Hits
PLAYSTATION
S.C.E.A.

PLAYSTATION®

24⁹⁹



Resident Evil Director's Cut
PLAYSTATION
Capcom



44⁹⁹

Rival Schools
PLAYSTATION
Capcom



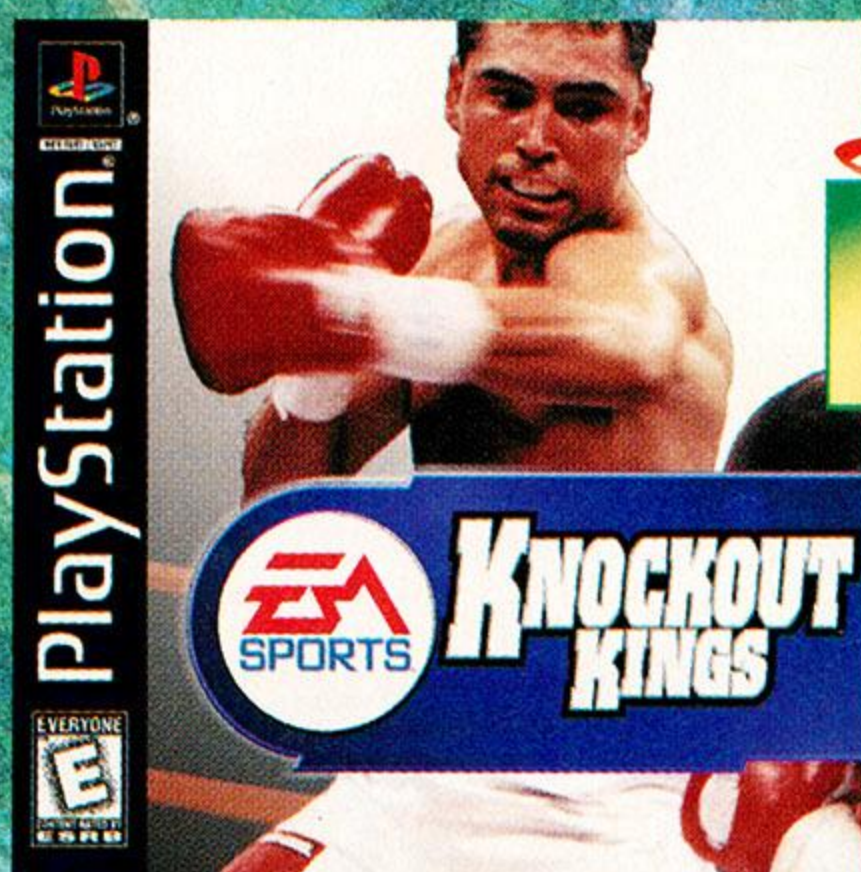
Darkstalkers 3
PLAYSTATION
Capcom

39⁹⁹



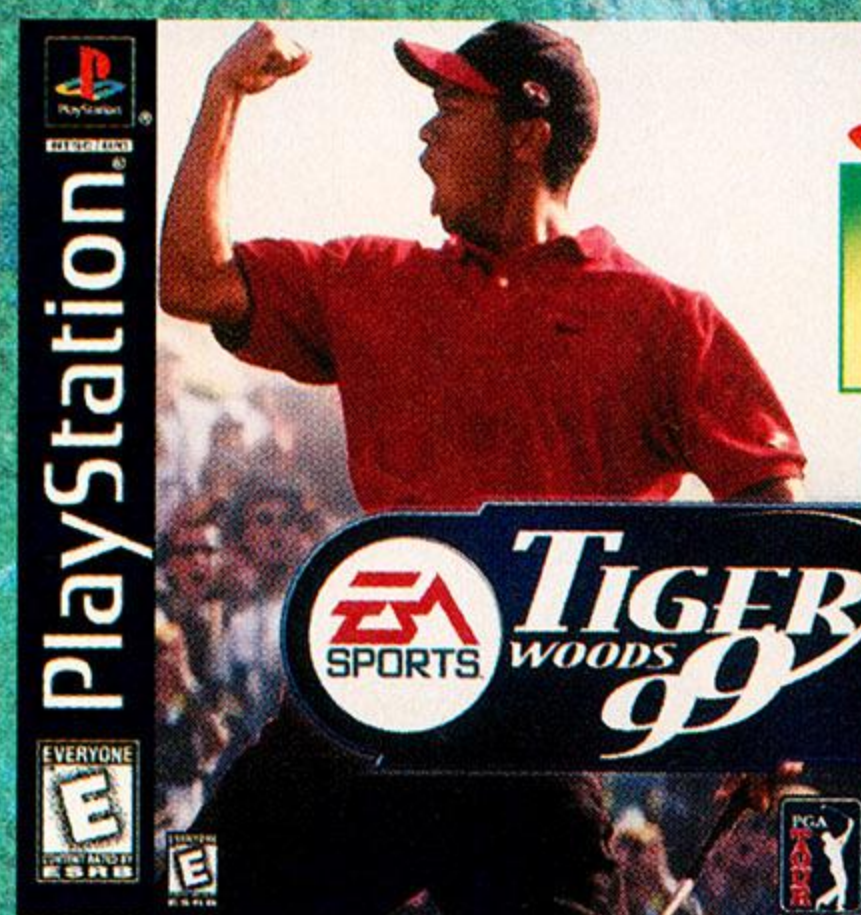
Breath of Fire III
PLAYSTATION
Capcom

39⁹⁹



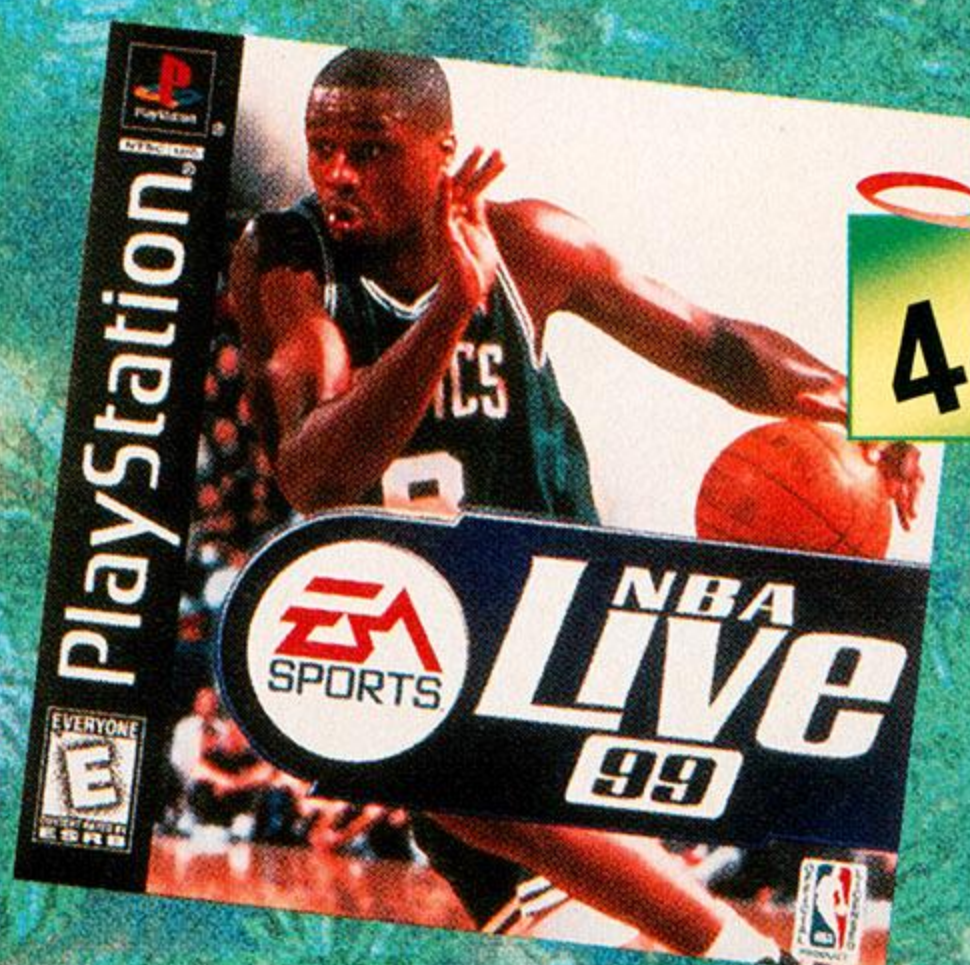
44⁹⁹

Knockout Kings
PLAYSTATION
Electronic Arts



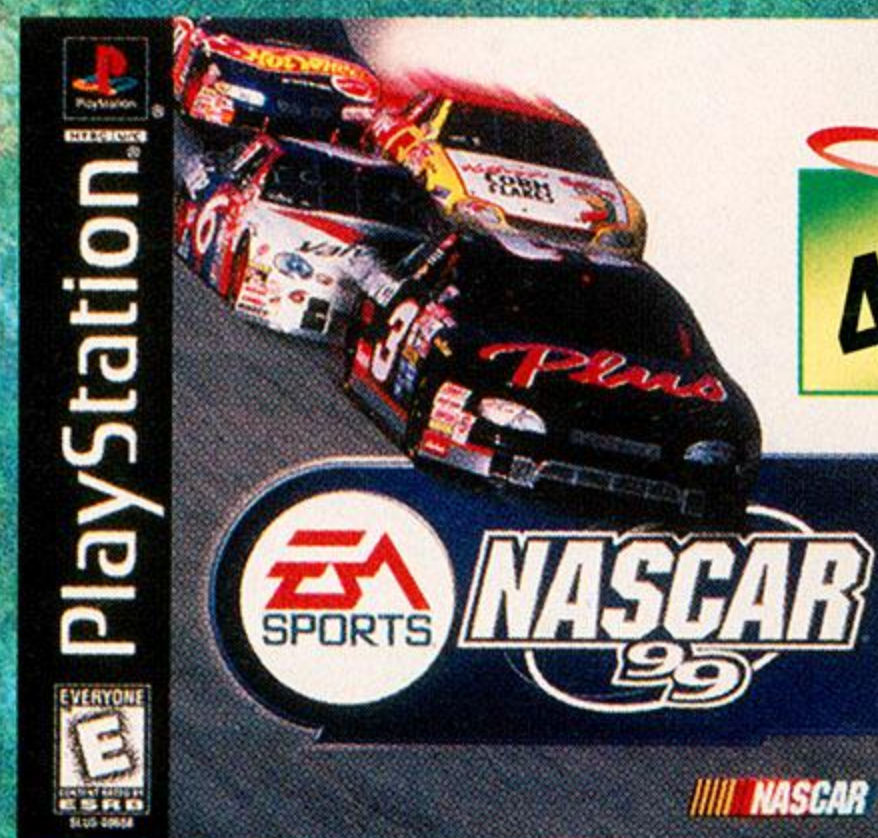
44⁹⁹

Tiger Woods 99
PLAYSTATION
Electronic Arts



44⁹⁹

NBA Live 99
PLAYSTATION
Electronic Arts



44⁹⁹

Nascar 99
PLAYSTATION
Electronic Arts



Museum Volume 1
PLAYSTATION
Namco



Museum Volume 3
PLAYSTATION
Namco



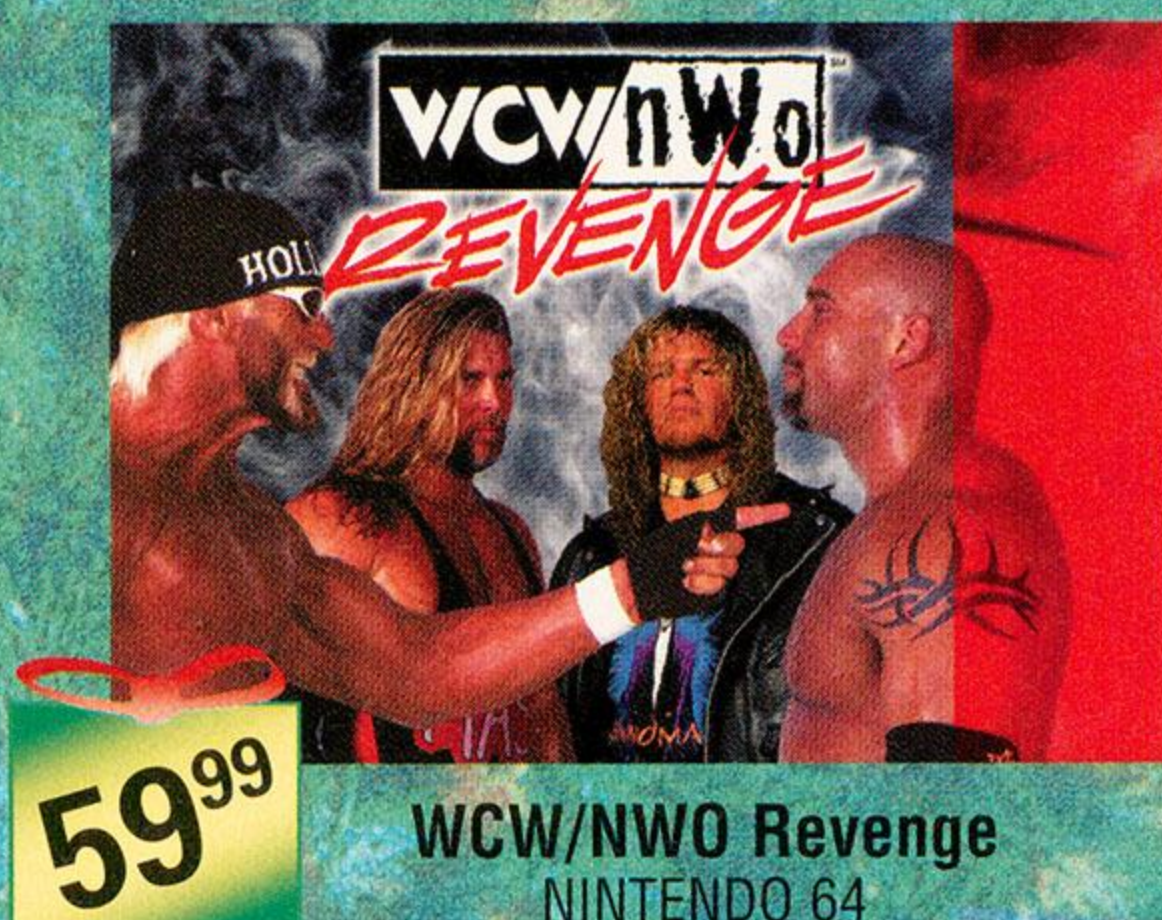
Soul Blade
PLAYSTATION
Namco



Tekken 3
PLAYSTATION
Namco



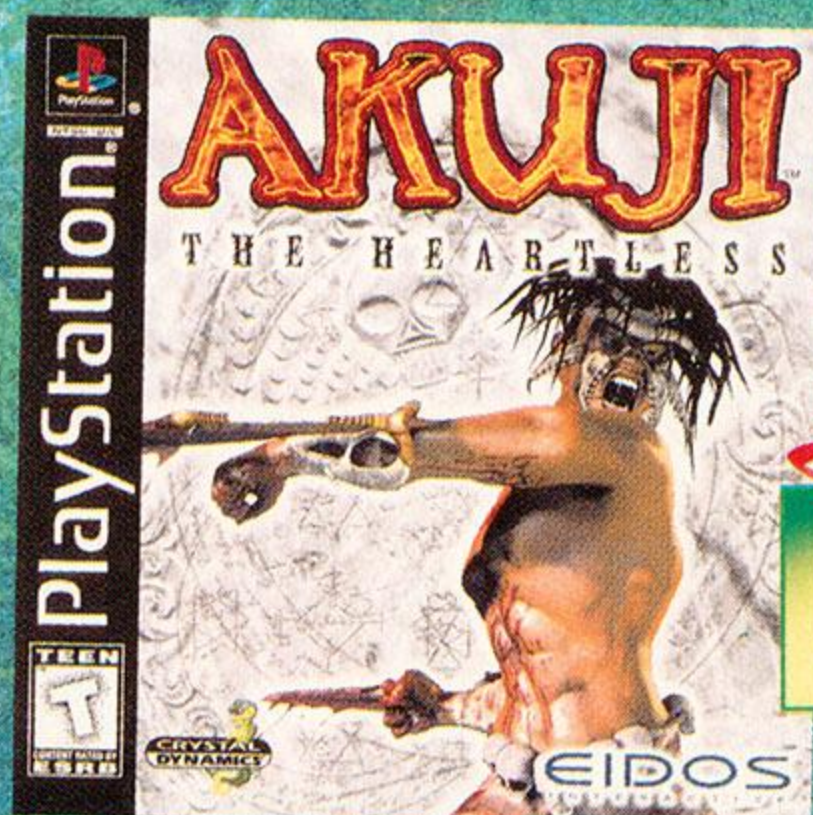
Time Crisis
PLAYSTATION
Namco



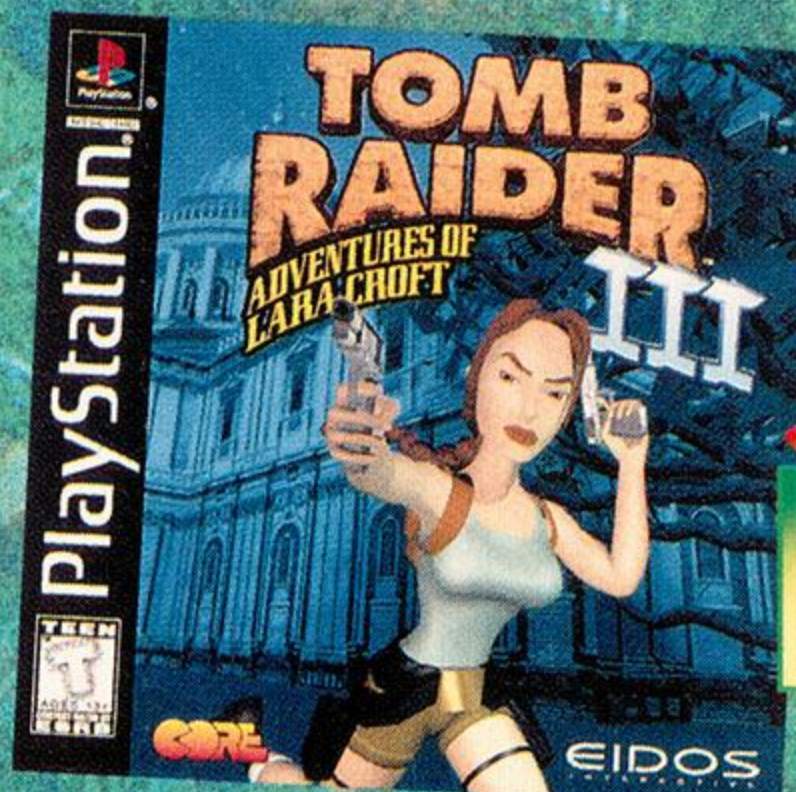
WCW/NWO Revenge
NINTENDO 64
THQ



Lunar Silver Star Story
PLAYSTATION
Working Designs



Akuji
PLAYSTATION
Eidos Interactive



Tomb Raider III
PLAYSTATION
Eidos Interactive

FOR THE STORE NEAREST YOU CALL 1-800-800-5166

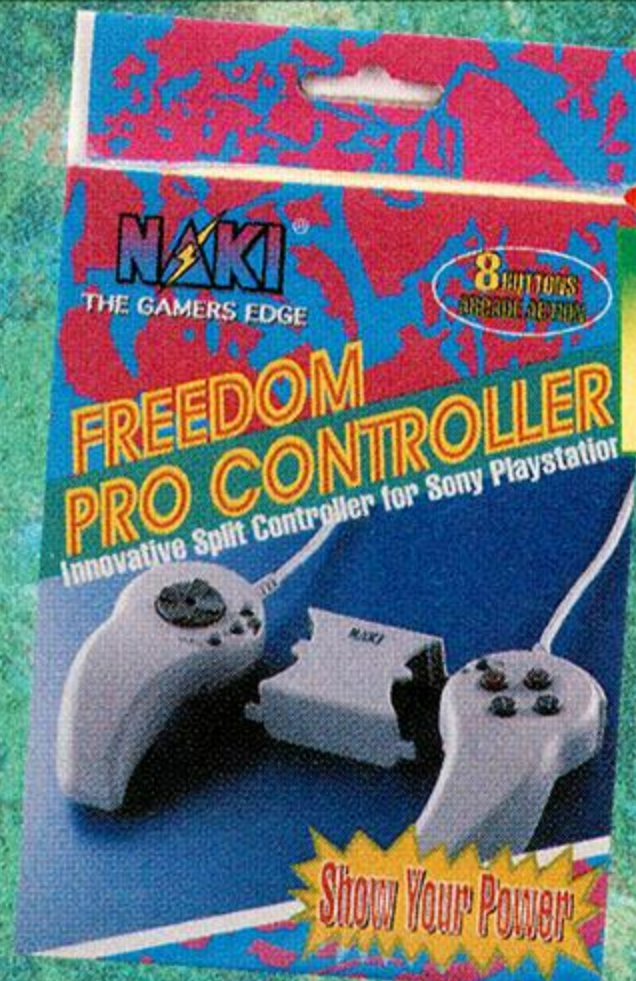
electronics
boutique

VIDEO GAMES



39⁹⁹

Rocker Seat Massager
NINTENDO
Naki Accessories



9⁹⁹

Freedom Pad
PLAYSTATION
Naki Accessories



Link Up Cable
PLAYSTATION
Naki Accessories

9⁹⁹



Power Bag
PLAYSTATION/NINTENDO 64
Naki Accessories

14⁹⁹



14⁹⁹

Top Gun Fighter 8
PLAYSTATION
Naki Accessories



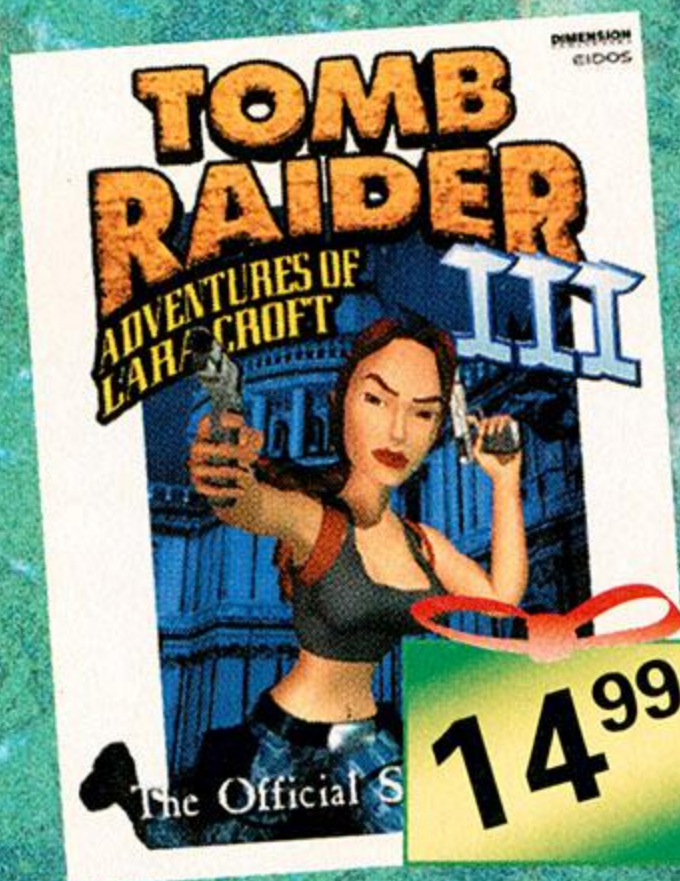
24⁹⁹

Lunar Gun
PLAYSTATION/SATURN
Naki Accessories



14⁹⁹

Fifth Element
STRATEGY GUIDE
Dimension Publishing



14⁹⁹

Tomb Raider III
STRATEGY GUIDE
Dimension Publishing



14⁹⁹

Medieval
STRATEGY GUIDE
Dimension Publishing



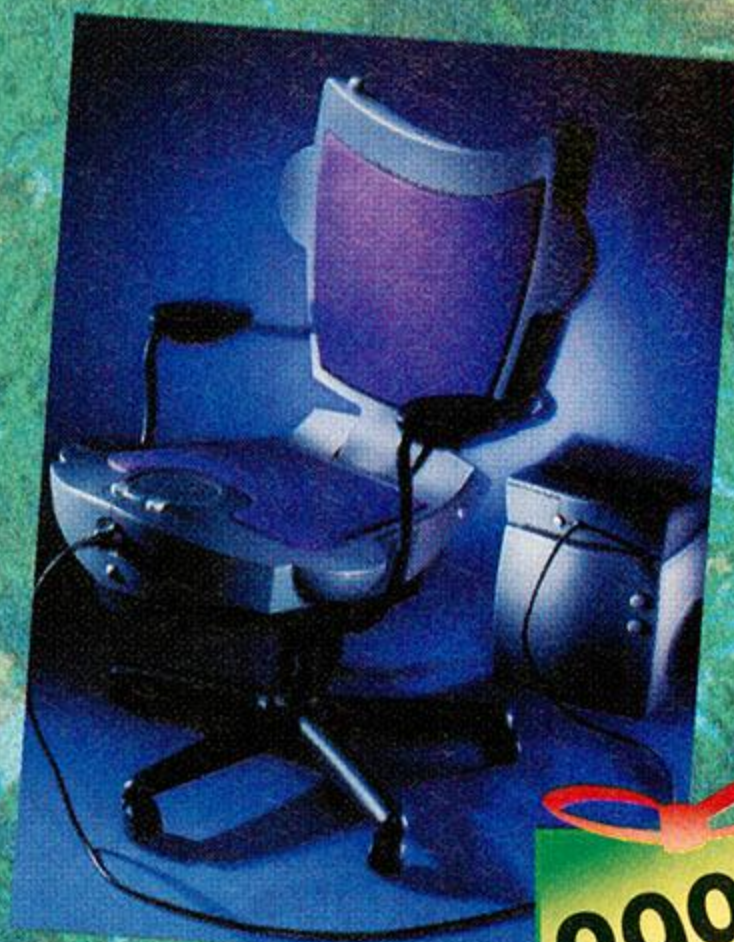
14⁹⁹

Spyro
STRATEGY GUIDE
Dimension Publishing



14⁹⁹

Super Light Boy
GAME BOY
ASCII



299⁹⁹

Intensor
UNIVERSAL
BSG Labs



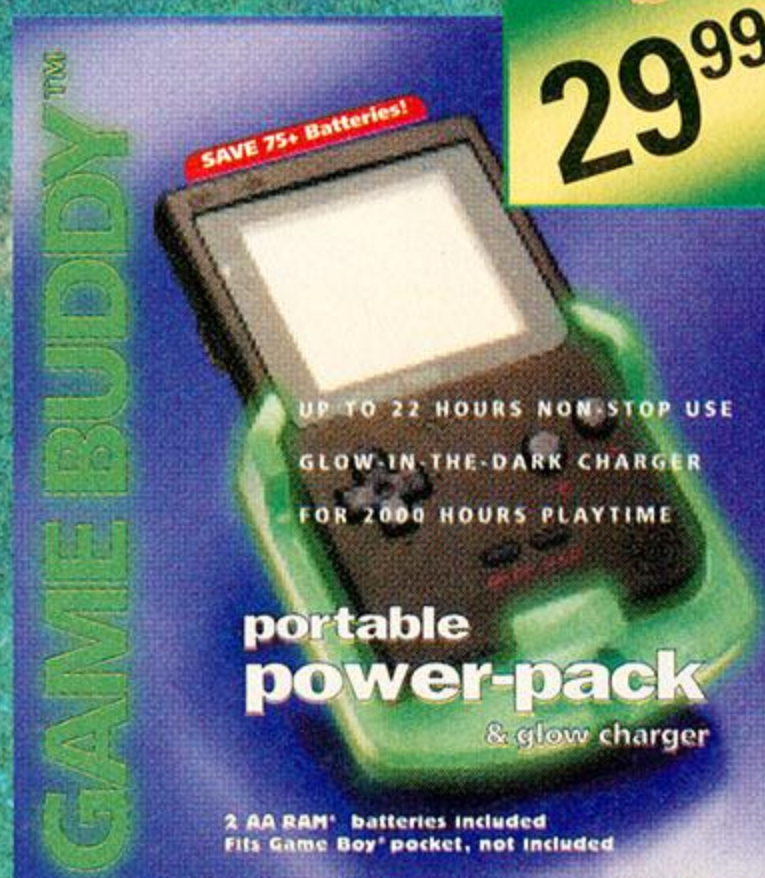
49⁹⁹

Reality Vest
PLAYSTATION / NINTENDO 64
Nuby



229.99
- **30.00** MAIL-IN
REBATE
199.99 AFTER
REBATE

GX TV
UNIVERSAL
Samsung



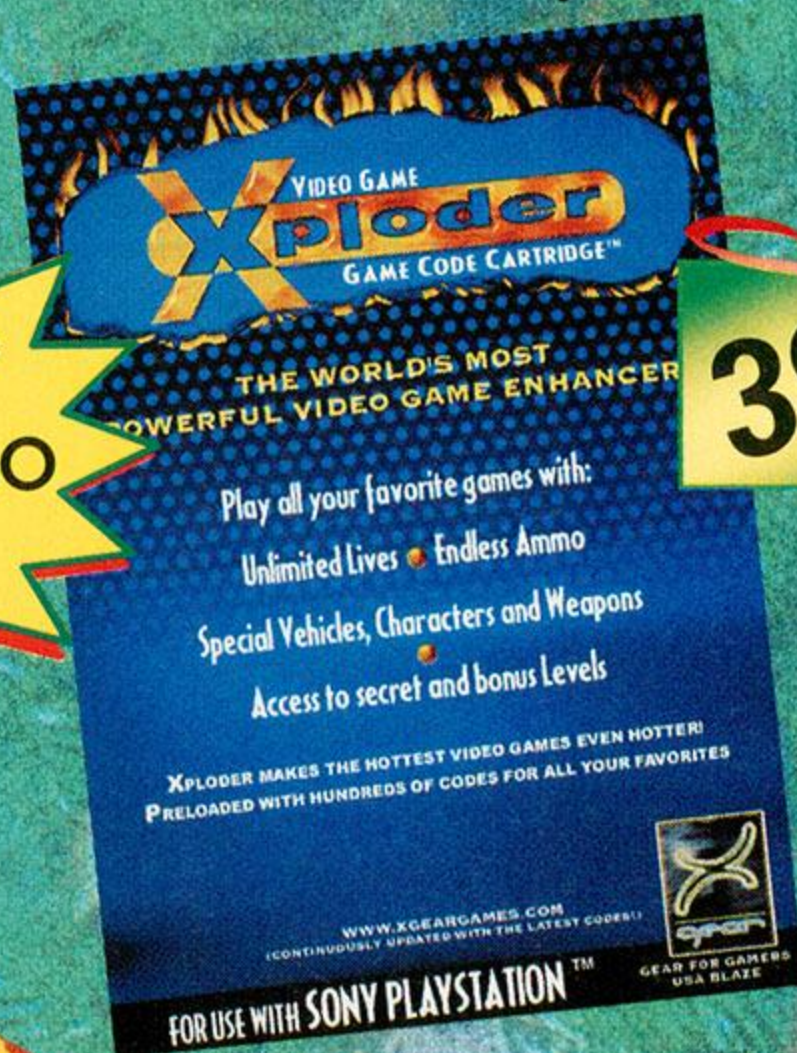
29⁹⁹

Game Buddy
GAME BOY
Battery Technologies



19⁹⁹

Dual Shock Controller
PLAYSTATION
Mad Catz



39⁹⁹

Xploder
PLAYSTATION
USA Blaze



12⁹⁹

Game Grips
PLAYSTATION
USA Blaze



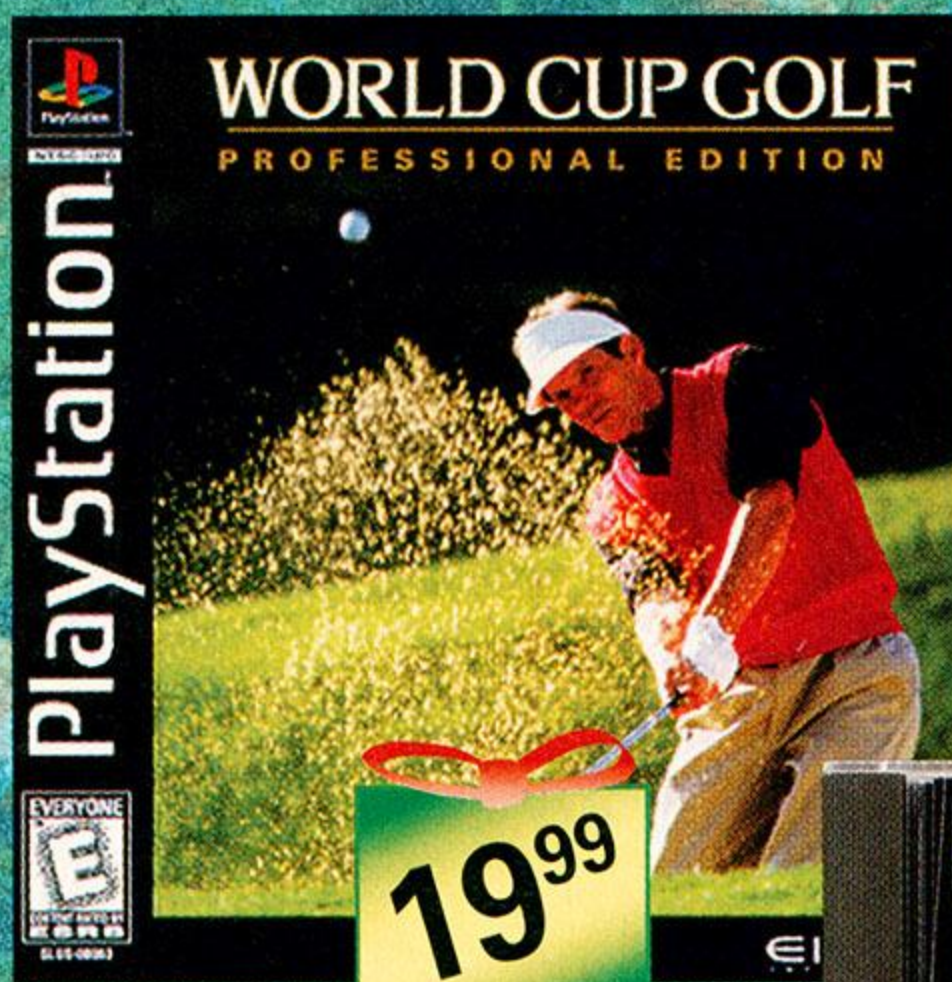
12⁹⁹

Game Grips
NINTENDO 64
USA Blaze



Wild Arms
PLAYSTATION

24⁹⁹



World Cup Golf
PLAYSTATION
Jack Of All Games

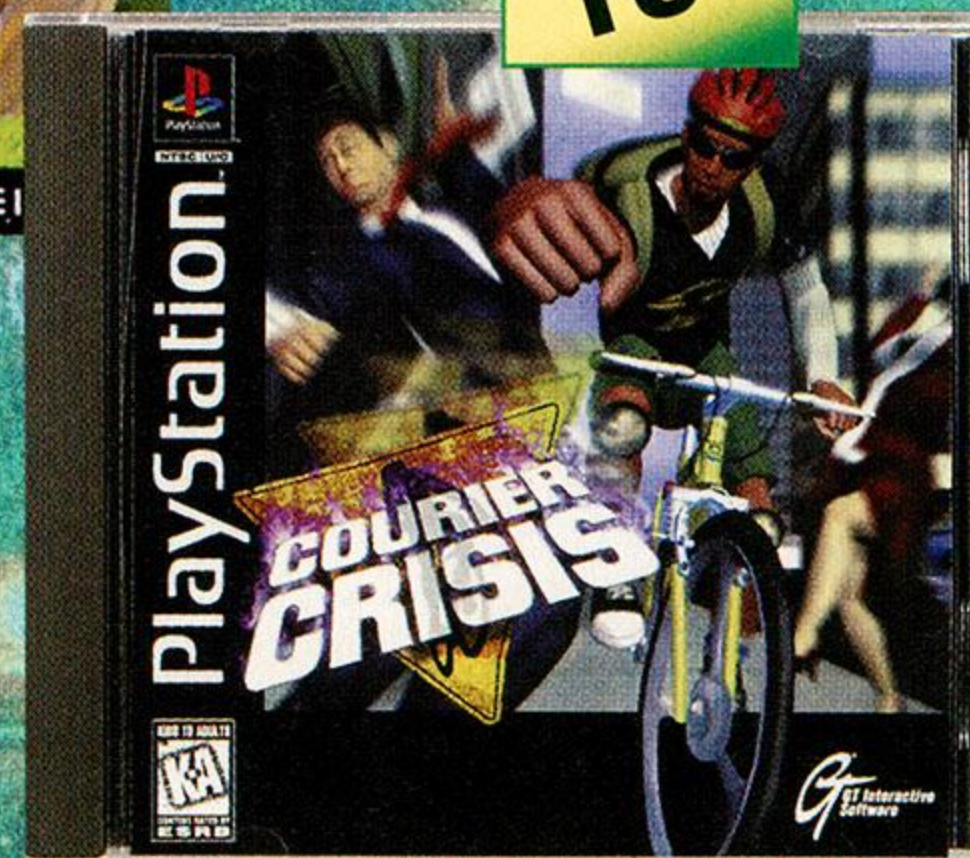
19⁹⁹

19⁹⁹

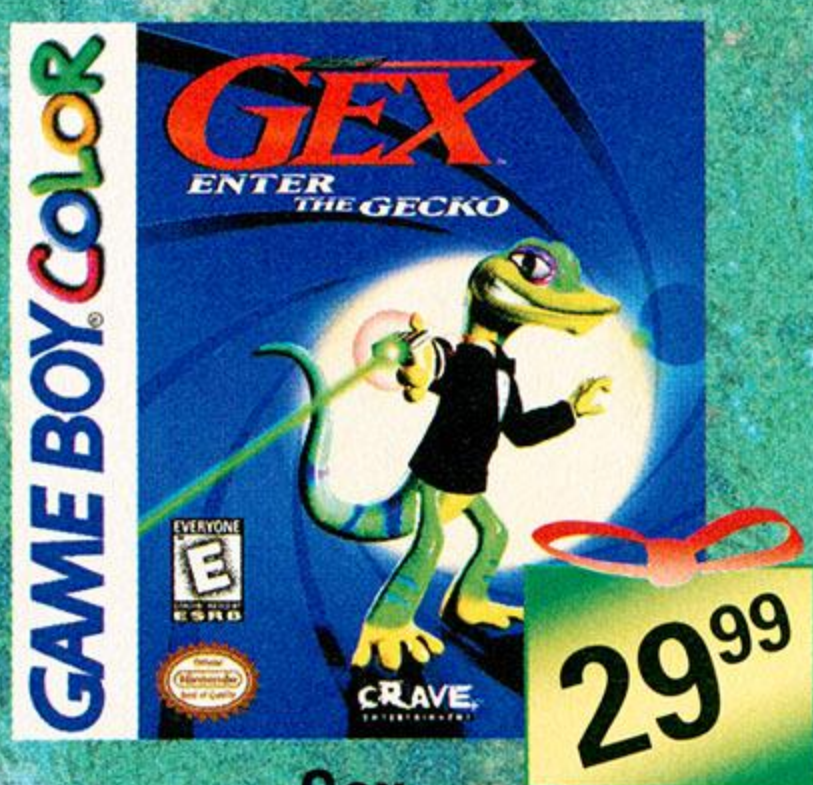


Casper
PLAYSTATION
Jack Of All Games

19⁹⁹



Courier Crisis
PLAYSTATION
Jack Of All Games



Gex
GAME BOY COLOR
Crave

29⁹⁹



Men In Black
GAME BOY COLOR
Crave

29⁹⁹



Game Boy Wallet
GAME BOY
Smart Pouch

14⁹⁹



Pitfall 3D
GAME BOY COLOR
Crave

29⁹⁹



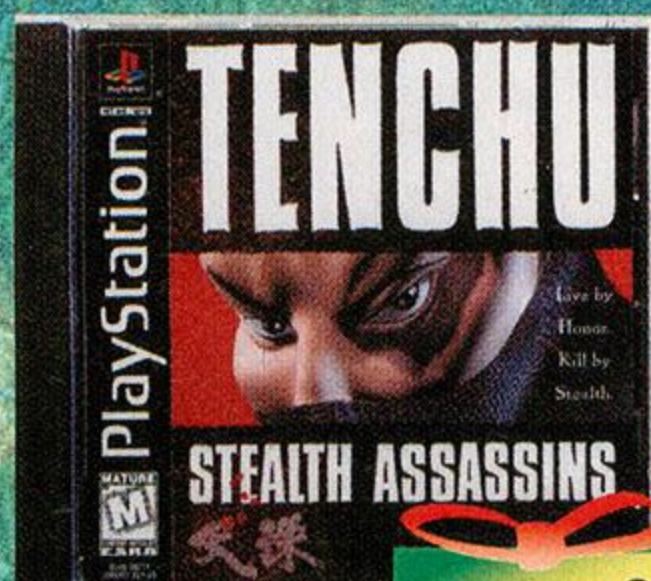
Harvest Moon
GAME BOY
Crave

29⁹⁹



Metal Gear Solid Guide
STRATEGY GUIDE
Crave

14⁹⁹



Tenchu
PLAYSTATION
Activision

44⁹⁹



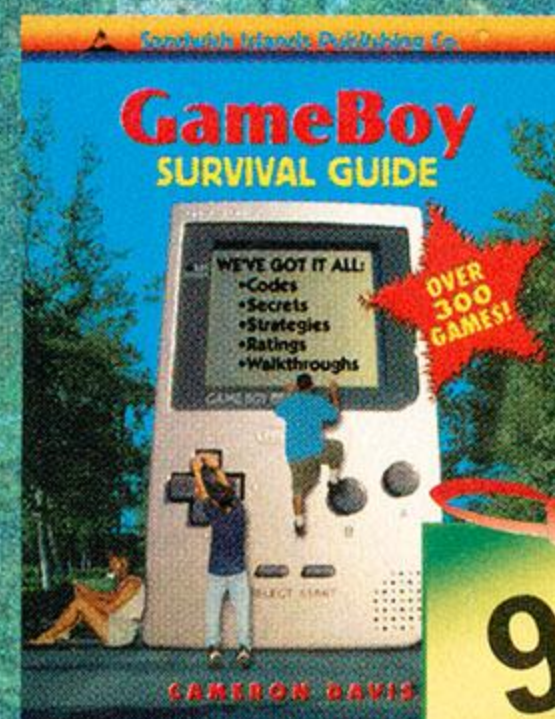
Asteroids
PLAYSTATION
Activision

39⁹⁹



Pokemon
Survival Guide
STRATEGY GUIDE
Sandwich Island

9⁹⁹



Game Boy
Survival Guide
STRATEGY GUIDE
Sandwich Island

9⁹⁹



Tiny Tank
PLAYSTATION
MGM

44⁹⁹



Resident Evil 2
GAME.COM
Tiger

29⁹⁹



Mortal Kombat Trilogy
GAME.COM
Tiger

24⁹⁹



Game.Com Pocket Pro
Tiger

39⁹⁹



Indy 500
GAME.COM
Tiger

9⁹⁹



Jeopardy!
GAME.COM
Tiger

19⁹⁹



Dragon's Lair
GAME BOY
Microware

19⁹⁹



WWF Superstars
GAME BOY
Microware

19⁹⁹



Superstar Soccer
GAME BOY
Microware

19⁹⁹



Street Racer
GAME BOY
Microware

19⁹⁹

FOR THE STORE NEAREST YOU CALL 1-800-800-5166



Centipede
PLAYSTATION
Hasbro Interactive

44⁹⁹



Glover
NINTENDO 64
Hasbro Interactive

54⁹⁹



Wheel Of Fortune
PLAYSTATION
Hasbro Interactive

39⁹⁹



Test Drive 5
PLAYSTATION
Accolade

44⁹⁹



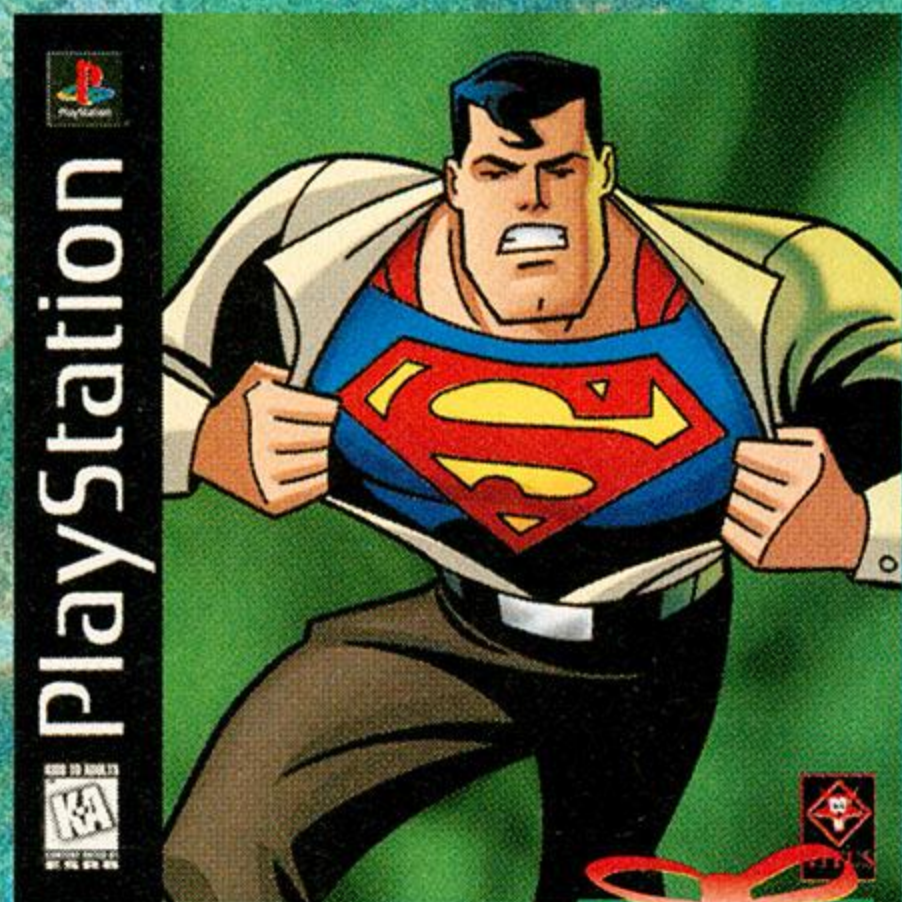
Test Drive Off-Road 2
PLAYSTATION
Accolade

44⁹⁹



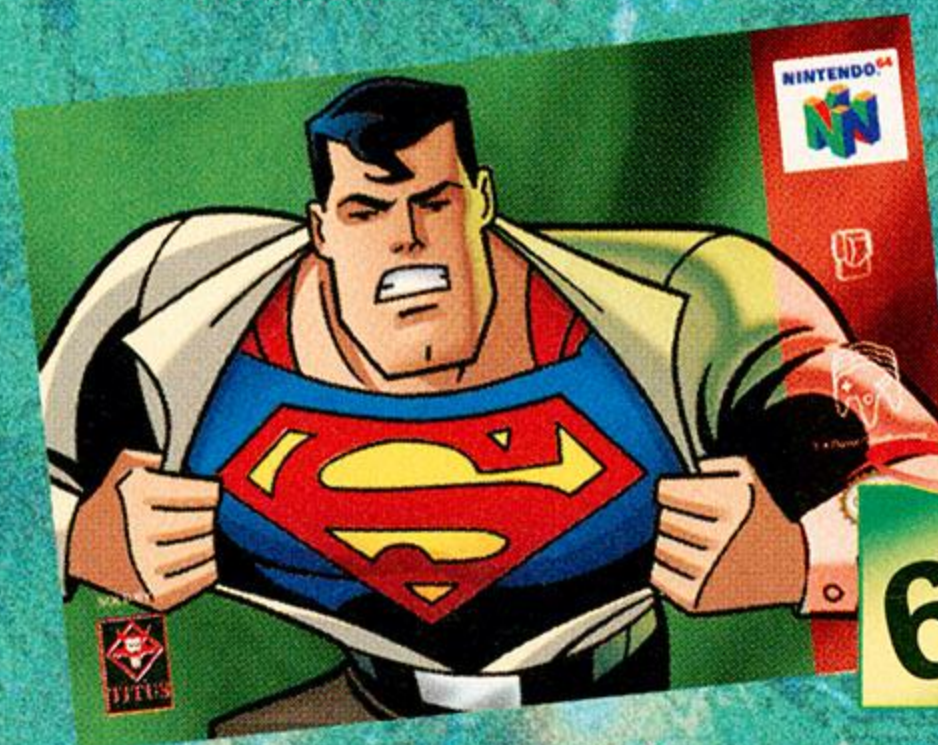
Brave Fencer Musashi
PLAYSTATION
Squaresoft

49⁹⁹



Superman
PLAYSTATION
Titus

44⁹⁹



Superman
NINTENDO 64
Titus

64⁹⁹



Titus Jr.
GAME BOY COLOR
Titus

29⁹⁹



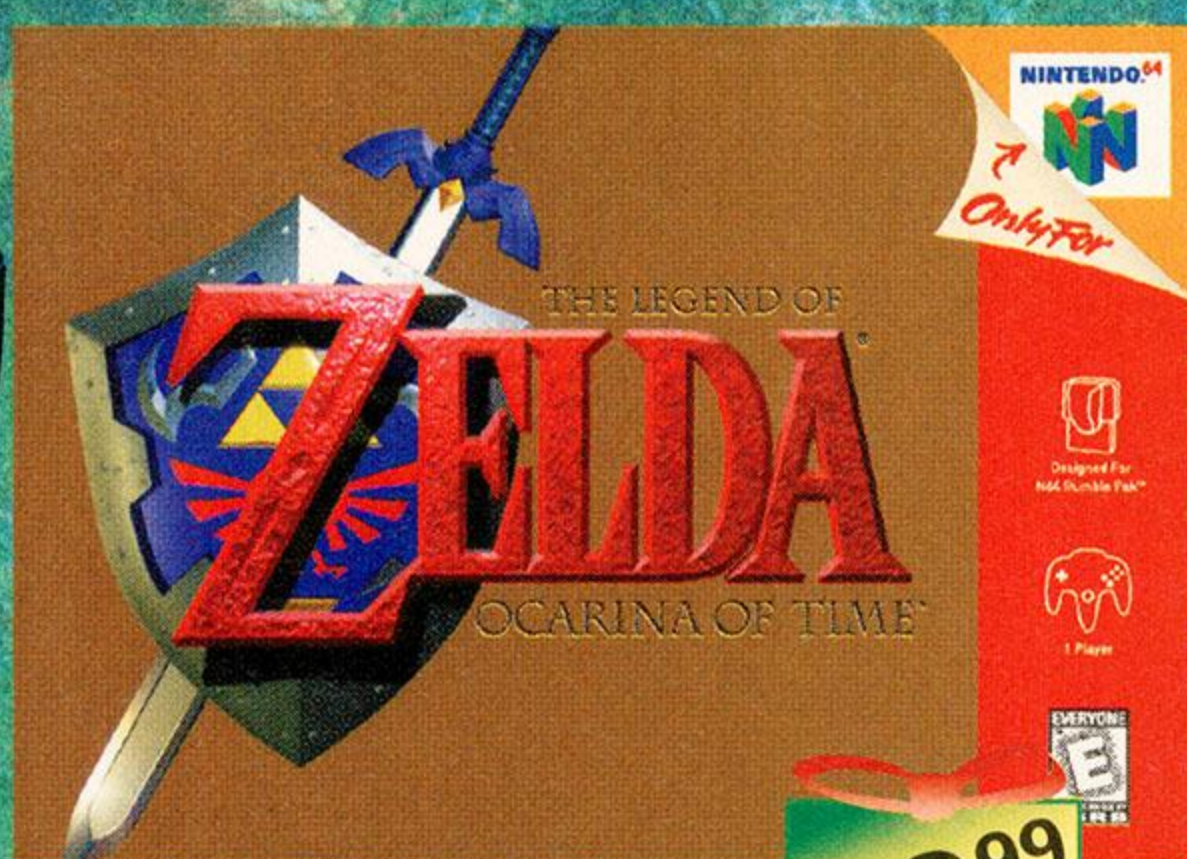
Superman
GAME BOY
Titus

19⁹⁹



129⁹⁹

**Nintendo 64 Hardware with
Atomic Purple Controller and
Standard Gray Controller**
Nintendo



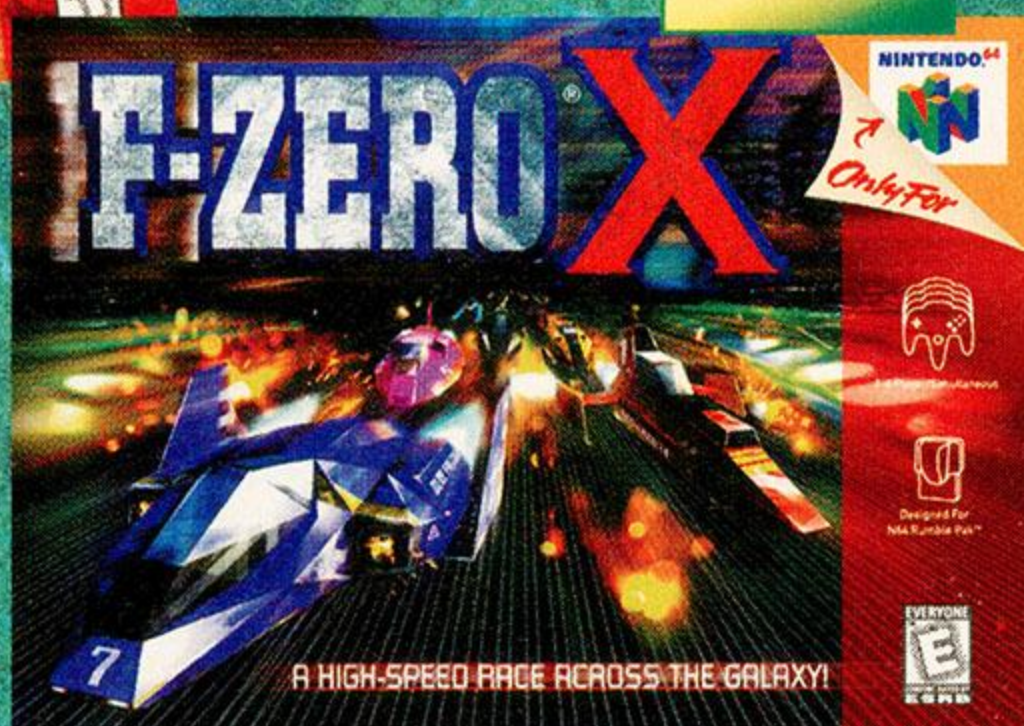
59⁹⁹

**The Legend of Zelda
Ocarina Of Time**
NINTENDO 64
Nintendo



49⁹⁹

**Star Wars
Rogue Squadron**
NINTENDO 64
Nintendo



49⁹⁹

F-Zero X
NINTENDO 64
Nintendo



49⁹⁹

Banjo-Kazooie
NINTENDO 64
Nintendo



39⁹⁹

GoldenEye 007
NINTENDO 64
Nintendo

39⁹⁹



Super Mario 64
NINTENDO 64
Nintendo



39⁹⁹

**Star Wars
Shadows of the Empire**
NINTENDO 64
Nintendo

™ & © are registered trademarks of Nintendo of America. ©1998 Nintendo.

FOR THE STORE NEAREST YOU CALL 1-800-800-5166

NINTENDO 64



Game Boy Color
Hardware
GAME BOY COLOR
Nintendo

79⁹⁹



Tetris DX
GAME BOY COLOR
Nintendo

29⁹⁹



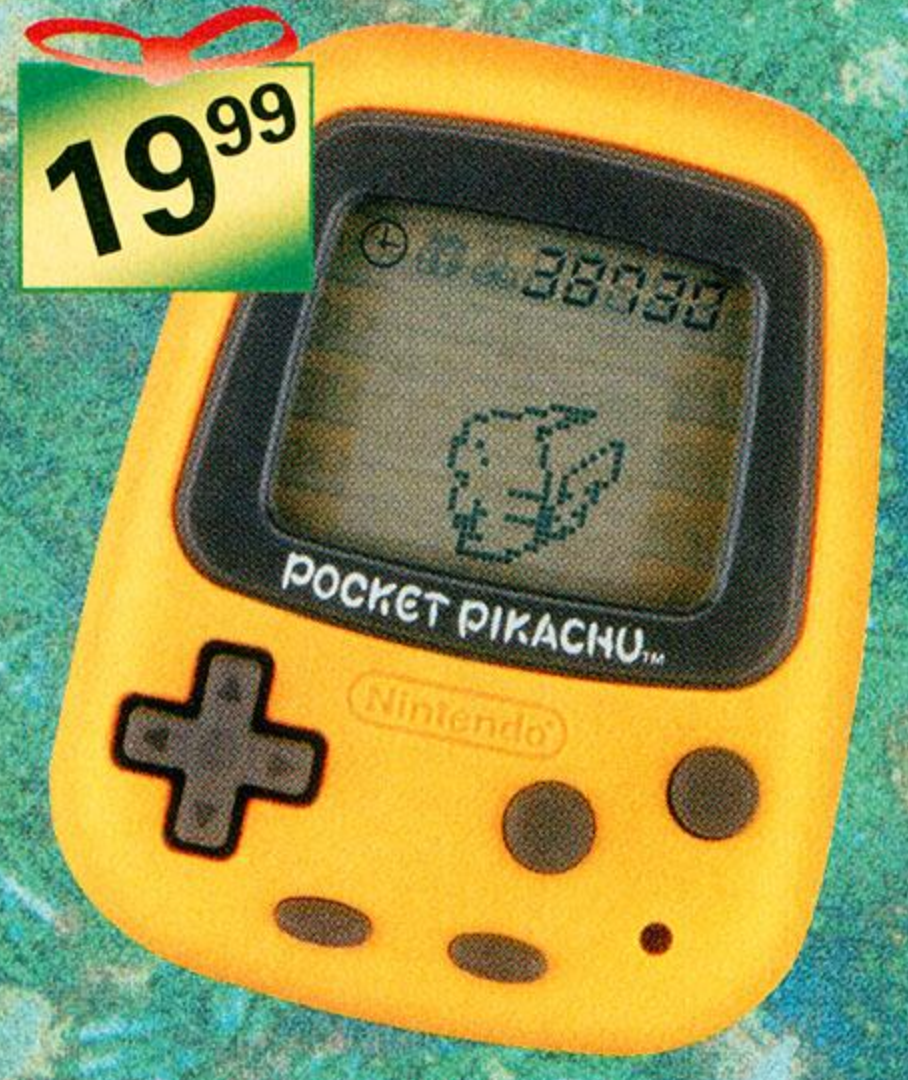
Game And Watch Gallery 2
GAME BOY COLOR
Nintendo

29⁹⁹



Pocket Bomberman
GAME BOY COLOR
Nintendo

29⁹⁹



Pocket Pikachu
HAND HELD GAME
Nintendo

19⁹⁹



Pokemon Red
GAME BOY
Nintendo

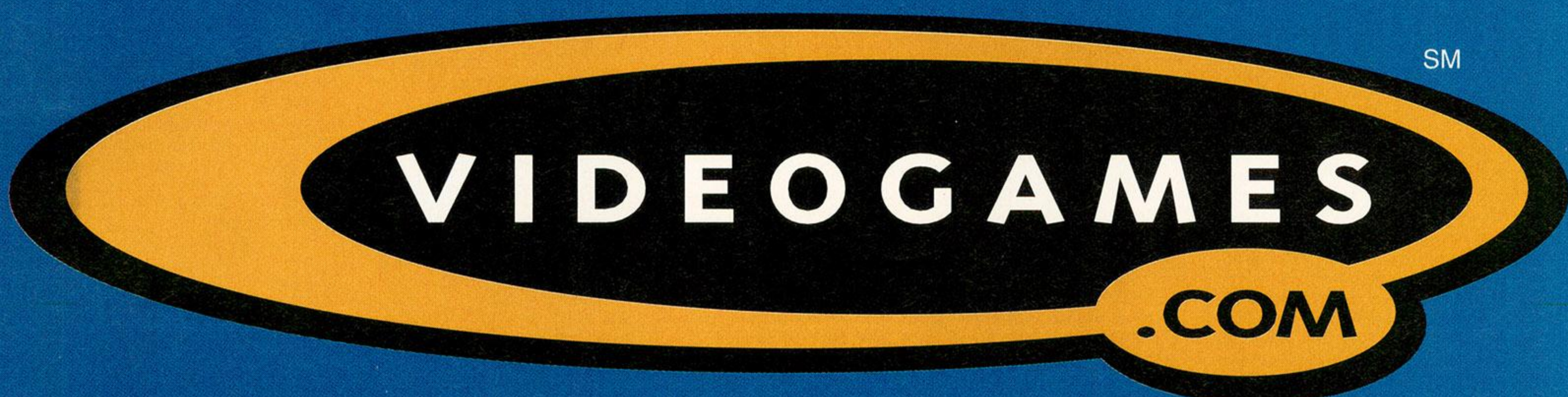
29⁹⁹



Pokemon Blue
GAME BOY
Nintendo

29⁹⁹

Prices valid in U.S. only. Typographical errors are not the responsibility of Electronics Boutique. Not all items may appear at our outlet locations. Prices may vary in Puerto Rico and New York City locations. At time of printing, all products are expected to be available. Some packaging and special offers may differ in Canada. Prices and availability are subject to change. Manufacturers' delays are not the responsibility of Electronics Boutique. ©1998 Electronics Boutique.



It's All You Need To Know

ELECTRONICTM
GAMING
MONTHLY

EXPERTTM **GAMER**

Official
U.S.
PlayStation
Magazine

GAMESPOTSM

ZD ZIFF-DAVIS
a SOFTBANK
company

www.videogames.com

CHIPS & BITS INC.

POB 234 DEPT 11089

ROCHESTER, VT 05767

INT'L 802-767-3033 FAX 802-767-3382

www.cdmag.com/chips.html

or call 1-800-600-4263

Source Code 11089

PLAYSTATION

TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE	TITLE	RELEASE	PRICE
ASCII Aftershock Wheel	10/98	\$49.99	Diablo	03/98	\$34.99	Kartia	08/98	\$44.99	Rival Schools	10/98	\$42.99
ASCII Sphere 360	10/98	\$42.99	Dolphin's Dream	11/98	\$44.99	Kawasaki Motocross	03/99	\$39.99	Road Rash 3D	06/98	\$42.99
Alien Resurrection	01/99	\$44.99	Dragon Warrior	12/98	\$46.99	Kensei Sacred Fist	11/98	\$44.99	Rogue Trip	10/98	\$44.99
American Deer Hunter	12/98	\$44.99	Duke Nukem Time Kill	10/98	\$44.99	Knockout Kings	11/98	\$42.99	Rugrats	11/98	\$44.99
Animaniacs 10 Pin Alley	11/98	\$39.99	ESPN X Games ProBrdr	10/98	\$44.99	Koumeiden Saga Zhuge	11/98	\$48.99	Saga Frontier	03/98	\$42.99
Apocalypse	11/98	\$39.99	Earthworm Jim 3	12/98	\$42.99	Lander	02/99	\$44.99	Sentinel Returns	10/98	\$29.99
Armored Core Proj Phan	10/98	\$36.99	Eggs of Steel	11/98	\$44.99	Legacy Kain Soul Reavr	01/99	\$46.99	Shadow Gunner	10/98	\$46.99
Asteroids	11/98	\$39.99	FIFA Soccer 99	11/98	\$39.99	Looney Tunes Space Race	04/99	\$46.99	Shao Lin	01/99	\$44.99
Attack of Saucerman	02/99	\$38.99	FOX Sports Hockey 99	11/98	\$42.99	Lunar Silver Star Story	12/98	\$54.99	Silent Hill	01/99	\$44.99
Backstreet Billiards	10/98	\$36.99	FOX Sports Tennis 99	11/98	\$42.99	MLBPA Bottom 9th 99	08/98	\$32.99	Silhouette Mirage	01/99	\$43.99
Bass Master's Clsc: TE	11/98	\$44.99	Fifth Element	10/98	\$39.99	Madden Football 99	09/98	\$42.99	Small Soldiers	11/98	\$42.99
Battleship	01/99	\$39.99	Final Fantasy 8	08/99	\$54.99	MediEvil	10/98	\$42.99	Snow Racer 98	12/98	\$44.99
Beavis/Butthead Holly	02/99	\$44.99	Final Fantasy VII	09/97	\$52.99	Mega Man Legends	09/98	\$39.99	Sony PSX 7000	06/98	\$139.99
Big Air	11/98	\$42.99	Flying Saucer	02/99	\$44.99	Metal Gear Solid	10/98	\$46.99	Soulbringer	01/99	\$52.99
Black Bass/Blue Marlin	11/98	\$44.99	Formula 1 98	11/98	\$42.99	Mortal Kombat 4	06/98	\$44.99	South Park	11/98	\$44.99
Blast Radius	01/99	\$36.99	Freestyle Boardin 99	11/98	\$42.99	NASCAR 99	09/98	\$42.99	Sports Car Supreme GT	11/98	\$44.99
Blues Brothers 2000	12/98	\$44.99	Future Cop LAPD	09/98	\$39.99	NBA Fastbreak 99	11/98	\$44.99	Spyro the Dragon	09/98	\$42.99
Body Harvest	11/98	\$46.99	G Police 2	02/99	\$38.99	NBA Live 99	11/98	\$42.99	Suikoden 2	12/98	\$45.99
Bomberman Phantasy Race	01/99	\$44.99	Game Shark	03/96	\$39.99	NCAA Football 99	09/98	\$42.99	Syphon Filter	11/98	\$42.99
Brave Fencer Musashi	11/98	\$46.99	Global Domination	11/98	\$42.99	NHL Hockey 99	09/98	\$42.99	T'ai Fu	11/98	\$39.99
Breath of Fire 3	05/98	\$41.99	Godzilla	10/98	\$43.99	Ninja:Shadow Darkness	10/98	\$44.99	TOCA Tour Car Champ	10/98	\$44.99
Brigandine	11/98	\$44.99	Grand Theft Auto	07/98	\$42.99	OddWorld Abe's Exodus	11/98	\$44.99	Tales of Destiny	10/98	\$44.99
Brunswick Bowling	10/98	\$44.99	Granstream Saga	07/98	\$44.99	Other Life Azure Dreams	07/98	\$46.99	Tenchu	09/98	\$44.99
Bushido Blade 2	10/98	\$42.99	Guilty Gear	11/98	\$44.99	PSX Controller	09/95	\$21.99	Test Drive 5	10/98	\$43.99
C&C Red Alert Retal	09/98	\$42.99	Hardball 99	11/98	\$43.99	PSX Memory Card	09/95	\$18.99	Thrill Kill	10/98	\$46.99
C:Contra Adventure	09/98	\$24.99	Heart of Darkness	09/98	\$42.99	Parasite Eve	09/98	\$49.99	Tomb Raider 3	12/98	\$49.99
Centipede	11/98	\$39.99	Hot Shots Golf	05/98	\$42.99	Pool Hustler	10/98	\$36.99	Tomorrow Never Dies	03/99	\$46.99
Civilization 2	01/99	\$39.99	Indy Jones Infernal Mach	04/99	\$46.99	R4:Ridge Racer Type4	03/99	\$46.99	Twisted Metal 3	11/98	\$42.99
Cool Boarders 3	10/98	\$42.99	Jeff Gordon Racing	01/99	\$46.99	Redline	11/98	\$43.99	Uprising X	12/98	\$42.99
Crash Bandicoot Warped	11/98	\$42.99	Jeopardy	10/98	\$39.99	Reel Fishing	11/97	\$45.99	WCW NWO Live	12/98	\$45.99
Croc 2	12/98	\$44.99	K-1 Revenge	03/99	\$46.99	Resident Evil 3	12/98	\$51.99	Wild 9	10/98	\$44.99
Death Trap Dungeon	04/98	\$29.99	Kagero:Deception 2	10/98	\$43.99	Risk	05/98	\$39.99	Xenogears	10/98	\$46.99

NINTENDO 64

4x4 Mud Monsters	01/99	\$64.99	Knife Edge	11/98	\$49.99
AirBoardin' USA	10/98	\$54.99	Legend Mystical Ninja 64	06/98	\$59.99
Banjo-Kazooie	07/98	\$52.99	Legend of Zelda	11/98	\$62.99
Battle Tarx	01/99	\$56.99	Madden Football 99	09/98	\$53.99
Blues Brothers 2000	12/98	\$66.99	Micro Machines	11/98	\$52.99
Body Harvest	10/98	\$58.99	Mini Racers	01/99	\$59.99
Bomberman Hero	09/98	\$52.99	Monaco Grand Prix	02/99	\$59.99
Buck Bumble	11/98	\$59.99	Mortal Kombat 4	06/98	\$52.99
Castlevania 64	02/99	\$56.99	N64 System	09/96	\$139.99
Conker's Quest	01/99	\$53.99	NBA In the Zone 99	02/99	\$56.99
Cruis'n the World	10/98	\$52.99	NFL QB Club 99	11/98	\$64.99
Deadly Arts	10/98	\$56.99	NHL Hockey 99	10/98	\$54.99
Dual Heroes	11/98	\$56.99	Penny Racers	01/99	\$52.99
Earthbound	02/99	\$66.99	Perfect Dark	02/99	\$62.99
F-Zero 64	10/98	\$52.99	Roadsters 98	11/98	\$66.99
F1 Racing Sequel	10/98	\$66.99	Snowboard Kids 2	02/99	\$56.99
FIFA Soccer 99	12/98	\$54.99	Star Wars:Rogue Squad	12/98	\$54.99
Fighter's Destiny	02/98	\$59.99	Superman 64	11/98	\$66.99
Fighting Force 64	11/98	\$59.99	Survivor Day One	11/98	\$56.99
GEX 2	09/98	\$58.99	Tonic Trouble	01/99	\$59.99
Golden Eye 007	09/97	\$42.99	Top Gear Overdrive	11/98	\$54.99
Jeff Gordon Racing	03/99	\$66.99	Turok Dinosaur Hunter 2	10/98	\$64.99
Jet Force Gemini	02/99	\$62.99	WCW/NWO Revenge	10/98	\$64.99

SATURN

Burning Rangers	06/98	\$49.99	Advanced Squad Leader	12/94	\$37.99
Crypt Killer	04/97	\$19.99	Airlines	08/98	\$34.99
Dark Savior	12/96	\$26.99	Axis & Allies	11/94	\$42.99
Fighters Megamix	05/97	\$39.99	Battletech 4th Ed.	12/94	\$21.99
House of the Dead	05/98	\$44.99	Car Wars Deluxe	07/96	\$21.99
Legend of Oasis	08/96	\$45.99	Cthulhu Cults Across Amer.	09/98	\$36.99
Madden FB 98	11/97	\$43.99	Grand Prix	06/96	\$21.99
Magic Knight Rayearth	11/98	\$52.99	History of the World	12/94	\$27.99
Marvel Super Heroes	10/97	\$42.99	Hobbit Adventure	06/95	\$32.99
Mass Destruction	11/97	\$29.99	Knightmare Chess 2	06/98	\$13.99
Maximum Force	11/97	\$44.99	Lionheart	10/97	\$35.99
Mega Man X4	10/97	\$37.99	Monopoly Deluxe	05/98	\$29.99
NBA Live '98	12/97	\$34.99	Monsters Ravage America	08/98	\$32.99
NHL Hockey 98	01/98	\$41.99	Necromunda	11/95	\$59.99
Nascar 98	11/97	\$36.99	Once Upon a Time	06/98	\$12.99
Panzer Dragoon Saga	05/98	\$52.99	Risk	03/96	\$32.99
Rampage World Tour	12/97	\$45.99	Robo Rally	01/96	\$36.99
Road Rash	06/96	\$44.99	Samurai Swords	04/97	\$39.99
Romance 3 Kingdoms 4	10/95	\$34.99	Starship Troopers	03/96	\$29.99
Shining Force 3	08/98	\$42.99	Stratego	07/96	\$19.99
Sonic Jam	09/97	\$36.99	The New Acquire	06/95	\$25.99
Touring Car Championship	12/97	\$39.99	Warhammer 40K	11/94	\$59.99
Worldwide Soccer '98	11/97	\$29.99	Wizards Quest	01/95	\$19.99

BOARD GAMES

Advanced Squad Leader	12/94	\$37.99
Airlines	08/98	\$34.99
Axis & Allies	11/94	\$42.99
Battletech 4th Ed.	12/94	\$21.99
Car Wars Deluxe	07/96	\$21.99
Cthulhu Cults Across Amer.	09/98	\$36.99
Grand Prix	06/96	\$21.99
History of the World	12/94	\$27.99
Hobbit Adventure	06/95	\$32.99
Knightmare Chess 2	06/98	\$13.99
Lionheart	10/97	\$35.99
Monopoly Deluxe	05/98	\$29.99
Monsters Ravage America	08/98	\$32.99
Necromunda	11/95	\$59.99
Once Upon a Time	06/98	\$12.99
Risk	03/96	\$32.99
Robo Rally	01/96	\$36.99
Samurai Swords	04/97	\$39.99
Starship Troopers	03/96	\$29.99
Stratego	07/96	\$19.99
The New Acquire	06/95	\$25.99
Warhammer 40K	11/94	\$59.99
Wizards Quest	01/95	\$19.99

COMPUTER GAMES & HARDWARE

Computer Games			Fallout 2	10/98	\$44.99
1943 Euro Air War	10/98	\$45.99	FIFA Soccer 99	11/98	\$42.99
Alpha Centauri	01/99	\$43.99	Final Fantasy VII	06/98	\$32.99
Army Men 2	02/99	\$39.99	Flight Unlimited 3	11/98	\$45.99
Axis & Allies	09/98	\$39.99	Grand Prix Legends	10/98	\$39.99
Baldur's Gate	11/98	\$44.99	Grim Fandango	10/98	\$39.99
Beneath	02/99	\$48.99	Half Life	10/98	\$48.99
Blood 2	10/98	\$39.99	Heavy Gear 2	11/98	\$45.99
C & C 2: Tiberian Sun	11/98	\$48.99	Heretic 2	11/98	\$47.99
Caesar 3	10/98	\$29.99	Indy Jones Infrnl Mchne	02/99	\$48.99
Carmageddon 2	12/98	\$44.99	Interstate 82	02/99	\$45.99
Centipede	10/98	\$37.99	KQ8:Mask of Eternity	11/98	\$48.99
Civ 2 Test of Time	11/98	\$48.99	Lands of Lore 3	11/98	\$44.99
Civilztn Call to Powr	01/99	\$45.99	Links LS 99	10/98	\$39.99
Daikatana	02/99	\$39.99	Luftwaffe Commander	11/98	\$49.99
Delta Force	10/98	\$37.99	Madden NFL 99	10/98	\$39.99
Descent 3	12/98	\$48.99	Might & Magic 6	04/98	\$37.99
DF Jedi Knight W/ Sith	09/98	\$39.99	Nascar Racing 3	03/99	\$47.99
Diablo 2	03/99	\$48.99	NBA Live 99	11/98	\$42.99
Drakan	01/99	\$39.99	Need for Speed 3	09/98	\$42.99
Duke Nukem Forever	12/98	\$48.99	NHL Hockey 99	09/98	\$42.99
EverQuest	01/99	\$44.99	Quest for Glory 5	11/98	\$48.99
F-15	03/98	\$38.99	Rainbow Six	08/98	\$29.99
F22 Total Air War	11/98	\$38.99	Return to Krondor	11/98	\$45.99
Falcon 4.0	12/98	\$52.99	Revenant	03/99	\$29.99

Scrmn Demons Europe	11/98	\$45.99	ArmoredCoreProj Phntsm	10/98	\$11.99
Sin	11/98	\$45.99	Bombberman World	10/98	\$10.99
Star Trek Kling Hnr Grd	10/98	\$44.99	Breath of Fire 3	06/98	\$13.99
Starsiege	11/98	\$45.99	Brigandine	12/98	\$11.99
Starsiege: Tribes	10/98	\$43.99	Crash Bandicoot 3	11/98	\$11.99
Test Drive 5	11/98	\$37.99	Final Fantasy VII	11/97	\$14.99
Thief: The Dark Prjct	11/98	\$29.99	Legacy Kain Soul Reaver	01/99	\$10.99
Tomb Raider 3	11/98	\$39.99	Legend of Zelda 64	11/98	\$12.99
Unreal	06/98	\$34.99	Lunar:SilverStar Complete	09/98	\$11.99
WW II Fighters	11/98	\$44.99	Metal Gear Solid	11/98	\$10.99
Hardware			Mortal Kombat 4	06/98	\$11.99
ATI Rage Fury 32MB	10/98	\$279.99	Silent Hill	01/99	\$10.99
Canopus Spectra 2500	10/98	\$189.99	Spyro the Dragon	10/98	\$11.99
CH EXL 500 Racing Set	09/98	\$52.99	Suikoden 2	11/98	\$12.99
Diamond Viper V550 PCI	01/99	\$189.99	Tekken 3	05/98	\$11.99
Dmd Mnstr Fson AGP16	10/98	\$149.99	Thrill Kill	10/98	\$11.99
Dmnd Mnstr 3D II 12MB	06/98	\$199.00	Tomb Raider 3	11/98	\$11.99
Mad Catz Panther XL	01/98	\$62.99	Tonic Trouble	11/98	\$10.99
Matrox Mystique G200	10/98	\$149.99	Turok 2	10/98	\$9.99
MS SideWinder FF Whl	10/98	\$169.99	Unholy War	10/98	\$11.99
Saitek Cyborg 3D Jstk	09/98	\$52.99	Vigilante 8	06/98	\$12.99
Saitek R4 Frc Fdbk WI	10/98	\$169.99	WCW/NWO Revenge	10/98	\$11.99
Saitek X-36 Cont Sys	05/98	\$107.99	WWF Warzone	10/98	\$12.99
TM F22 Pro	10/96	\$129.99	X-Men Vs. Street Fighter	07/98	\$10.99
TM Nscr Frc GT Rcg Whl	09/98	\$149.99	Yoshi's Story 64	04/98	\$9.99

HINT BOOKS

ArmoredCoreProj Phntsm	10/98	\$11.99
Bomberman World	10/98	\$10.99
Breath of Fire 3	06/98	\$13.99
Brigandine	12/98	\$11.99
Crash Bandicoot 3	11/98	\$11.99
Final Fantasy VII	11/97	\$14.99
Legacy Kain Soul Reaver	01/99	\$10.99
Legend of Zelda 64	11/98	\$12.99
Lunar:SilverStar Complete	09/98	\$11.99
Metal Gear Solid	11/98	\$10.99
Mortal Kombat 4	06/98	\$11.99
Silent Hill	01/99	\$10.99
Spyro the Dragon	10/98	\$11.99
Suikoden 2	11/98	\$12.99
Tekken 3	05/98	\$11.99
Thrill Kill	10/98	\$11.99
Tomb Raider 3	11/98	\$11.99
Tonic Trouble	11/98	\$10.99
Turok 2	10/98	\$9.99
Unholy War	10/98	\$11.99
Vigilante 8	06/98	\$12.99
WCW/NWO Revenge	10/98	\$11.99
WWF Warzone	10/98	\$12.99
X-Men Vs. Street Fighter	07/98	\$10.99
Yoshi's Story 64	04/98	\$9.99

Visa, MC & Discover accepted. Checks held 4 weeks. Money Orders under \$200 same as cash. COD \$8. Price, release, availability, shipping times & offer not guaranteed & are subject to change at any time. Hardware may require added S&H. Within 10 days defective repaired or replaced at our discretion. After 10 days the manufacturer's warranty applies. All sales final. S&H calculated on a per order, per shipment, and per item basis.

The "per order" charge is charged once per order placed, the "per item" charge is charged once for each item ordered and the "per shipment" charge is charged once for each shipment we make to you. For each US order \$10.00 will be allocated to a 12 issue subscription to Computer Games Strategy Plus. Call for details.

	Standard U.S. Mail 7-10 Days
--	------------------------------

TRICKS OF THE TRADE

1999 Special!

Welcome to a new year filled with awesome codes, cheats and secrets. Check out the sidebars this month: The editors pick their favorite tricks of all time!

Trick of the Month

Body Harvest

Many Different Codes



Nintendo 64

KEY: This is the key for the following codes.

N=Up C S=Down C E=Right C
W=Left C U=Up (on the direction pad)
D=Down L=Left R=Right
A=A button B=B button F=Z button

1 For the following codes enter your name as "ICHEAT" and start a new game.

1st code: name: Fat Legs
Press these buttons on your control pad for fat legs: L, A, R, D

2 2nd code: name: All Weapons
Press these buttons on your control pad for All Weapons: A, R, S, E, N, A, L

3rd code: name: Powerful Weapons
Press the following on your control pad for Powerful Weapons: S, N, U, F, F, L, E

4th code: name: Bouncy Buildings
Press the following on your control pad for Bouncy Buildings: S, U, R, R, E, A, L

5th code: name: Mutant Mode
Press the following on your control pad for Mutant Mode: S, U, F, F, E, R

Note: After you have entered the codes above, a confirmation Screen will appear. If you have to, save the game and quit then reenter if the codes were confirmed, but did not work. (This Usually happens for the SNUFFLE code.)

Elijah Pemberton
Punta Gorda, Fla.

so if you're having trouble, try pressing the buttons multiple times to make it work. Once you access the new cars you will be able to select an N64 controller for your next flight.

All-Star Baseball '99 Alien Abductors Team

On the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, enter the code, **ATEMYBUICK**. Then press **Start**. You will see words appear below the code saying, "Let the Abductions Begin." Now go to the Game Setup Screen and access the Stadium Select Option. Scroll down until you reach the last stadium; Alienapolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called The Abductors!

Banjo-Kazooie Hidden Puzzles/Secret Appearance Codes

You must first beat the game to do this trick. Go to Banjo's house and inside, walk up to the picture of the mole. Standing in front of the fireplace but not touching it, press **Up-C** and look up at the picture of Bottles the Mole. If done correctly, Bottles should speak and congratulate you on finding his hidden puzzle game. Now you must play through and win the puzzle game, and once you do, Bottles will give you a password. Exit the puzzle, look up at the picture again, and you will be given a different, harder puzzle. You can do this up to seven times and each time you will get a new password. (Note: After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him. Look up at the picture once more and Bottles will say that there is one more puzzle to complete.) To make these codes work, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle-letter room and type out the codes by stomping on the letters. You cannot enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To deactivate any codes, go to the puzzle-letter room and type in **NOBONUS**.

Here is a list of all the passwords and what they do:

BOTTLESBONUS: Big head Banjo

BOTTLESBONUSTWO:

Big hands and feet for Banjo

BOTTLESBONUSTHREE: Big Kazooie

BOTTLESBONUSFOUR:

Tall and skinny Banjo

BOTTLESBONUSFIVE: Tall, skinny Banjo

with big hands and feet

BIGBOTTLESBONUS: Big everything,

Score Big with a GameShark from InterAct and XG

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. E-mail your tricks and cheats to:

tricks@zd.com

On all e-mails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

"Tricks of the Trade"
P.O. Box 3338
Oak Brook, Ill.
60522-3338

Contest Rules:

- 1. No Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade," P.O. Box 3338, Oak Brook, Illinois 60522-3338, or e-mail us at: tricks@zd.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by January 20, 1999. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in Expert Gamer and/or EGM, however, only one prize shall be awarded.
- 2. Prizes:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize award) one (1) GameShark. Grand Prize has an approximate retail value of \$109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about January 25, 1999. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
- 3. Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.
- 4. Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZD Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
- 5. Winners List:** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, Illinois 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow 4 weeks for delivery of winners list.
- 6. Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.
- 7. Sponsors:** This contest is sponsored by ZD Inc. and InterAct Accessories, Inc. ©1998 ZD Inc. All Rights Reserved. Printed in USA.

Aero Gauge

All Tracks and Vehicles

To do this trick, you must have two controllers plugged into your system. Press **Start** on controller one until you get the Title Screen with "Push Start" on the bottom of the screen.

On controller two, press **Up + Down-C + R button + L button + Z** simultaneously and then release them. Now press **Start** on controller one to enter the Grand Prix Mode. All the cars and tracks will be available in all modes! The code may be tricky to get at first,

Hot New Tricks index

Nintendo 64

- **Body Harvest** p.135
- **Deadly Arts** p.136

PlayStation

- **C: The Contra Adventure** p.140
- **Colony Wars: Vengeance** p.141
- **Duke Nukem: Time to Kill** p.142
- **The Fifth Element** p.143
- **NHL 99** p.143

- **Extreme-G 2** p.137
- **Space Station Silicon Valley** p.138
- **WCW/nWo Revenge** p.139

- **Pool Hustler** p.144
- **S.C.A.R.S.** p.145
- **Test Drive 5** p.146
- **Test Drive: Off-Road** p.147
- **The Unholy War** p.148

Sidebar Themes

- **GameShark Codes (N64)** p.136-137
- **Editors' Top Tricks** p.138-139
- **GameShark Codes (PS)** p.140-142
- **Editors' Top Tricks** p.143-146
- **Arcade Tricks** p.147-148
- **GameShark Codes (Game Boy)** p.149
- **Kagero: Deception II** p.150



Game Shark CODES

Bombberman Hero GameShark Codes

Extra Gems: 80165241004b
Press GS button for All OD Bombs:
8805749500ff 8805749600ff
8805749700ff

Cruis'n World GameShark Codes

Enable Code (Must Be On):
de2ad4000000 812fe5ec2402
812fe5ee0001
Always 1st Place P1: 803ce0230001
Infinite Time: 813d0d3c4296
Always Race on Moon:
803bf2ef000f
Have All Car Upgrades:
803bee42 0005
Have All Cars: 813bee78 1fff

Deadly Arts GameShark Codes

Extra Characters: 8009e3df00ff
Infinite Health P1:
8110502603e8 811071ac0008
No Energy P2: 8111b3be0000

GoldenEye GameShark Codes

Speed Display: 80036f770001
Invisible: 800364c70000
Walk Through Doors:
800364cb0000
Enable Agent Levels: 80036fb30001
Enable All Levels: 80036fb70001
Fast Bond: 80036fcf0001
No Backgrounds: 80036fb0000
No Objects in Level: 80036f7f0000
Have All Objectives Done:
80036fd30001

GT 64

GameShark Codes

Always 1st Place: 801608d80001
All Races 1 Lap: 8015fc350001
Always Have 99 Points:
8015fd090063

Iggy's Reckin' Balls GameShark Codes

Infinite Credits: 800bdea50005
Always Have 99 Points:
810d8ee00063
Extra Characters: 810c632effff
Enable All Courses: 810ccdf20b00
810ccdf40b00 810ccdf60b00

Madden 64

GameShark Codes

Infinite Time Outs Home Team:
80082d970003
No Time Outs Home Team:
80082d970000
Infinite Time Outs Away Team:
80084ee30003
No Time Outs Away Team:
80084ee30000
Home Team Scores 50:
80082d950032
Home Team Scores 0:
80082d950000
Away Team Scores 50:
80084ee10032
Away Team Scores 0:
80084ee10000

including Kazooie

WISHYWASHYBANJO: The witch doctor turns Banjo into a washing machine.

Secret Codes

First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter the word CHEAT on the floor tiles. You will hear a mooing sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code:

BANJOBEGSFORPLENTYOFEGGS
(Infinite eggs)

LOTSOFGOESWITHMANYBANJOS
(Infinite lives)

DONTBEADUMBGOSEEMUMBO
(99 Mumbo tokens)

Note: The "CHEAT" code may not work in all circumstances of all saved games. Make sure you enter the word, CHEAT every time before putting in any of these codes.

Diddy Kong Racing Game Cheats

To enable these cheats, you must go into the Options Screen and enter into the Magic Codes Option. You can then turn them on and off at will, until you turn off the power. If you turn off the power, you will need to reenter the codes again.

Horn Cheat: **BLABBERMOUTH**

Two-Player Adventure: **JOINTVENTURE**

All Balloons Are Yellow: **BODYARMOR**

Disable Weapons: **BYEBYEBALLOONS**

No Limit to Bananas: **VITAMINB**

Zap the Zippers: **ZAPTHEZIPPERS**

Ultimate AI: **TIMETOLOSE**

Maximum Power-up: **FREEFORALL**

Start with 10 Bananas: **FREEFRUIT**

Big Characters: **ARNOLD**

Small Characters: **TEENYWEENIES**

Select Same Player: **DOUBLEVISION**

Four-Wheel Drive: **OFFROAD**

Duke Nukem 64

Cheat Menu and Codes

To access the Cheat Menu enter this code at the Title Screen:

L, L, L button, L button, R, R, L, L

Monsters Off/On:

L button, L-C button, L, R button, R-C button, R, L, R

Invincibility:

R button seven times then **L**

Turn items on:

R button, R-C button, R, L button, L-C button, L, R-C button, R

Extreme-G Codes Galore

Go to the Bike Selection Screen and press the **R button** to go to the Controls Screen. Move up to the Name Option and access it. Now clear the current name and enter one of the codes shown below for various results.

MAGNIFY: Puts the view closer to the bike.

NITROID: Unlimited Nitros

ROLLER: This turns the bike into a boulder.

UGLYMODE: Graphics are pixelated.

ANTIGRAV: Turns the screen upside down.

ARSENAL: Infinite number of missiles

STEALTH: Bikes will now be invisible.

XTREME: Super speed

FISHEYE: Bike is farther away on screen.

GHOSTLY: The graphics are transparent.

WIRED: Everything is in Wire Frame Mode.

BANANA: The track will be more slippery.

Go to the Options Menu, choose the Enter Password Option and enter this awesome code: **61GGB5**. This will open up all tracks and give you access to the Roach and Neon bikes!

Programmers' Faces

Go to the Bike Selection Screen and press the **R button** to get to the Controls Screen. Move up and access the "Name" Option. Clear the current name and enter **XGTEAM** as the name. Press **Start**; a confirming sound should signal the trick worked. Now go back in and enter one of the programmer's names: **GREG, JUSTIN,**

SHAWN, ASH or JOHN. In Practice or Time Trials Mode, you will see your face of choice on the top of the bike as you race. In Shoot-'Em-Up Mode, you will be chasing multiple copies of your chosen face!

F-1 World Grand Prix

Hidden Racers and Bonus Track

After pressing **Start** at the Title Screen, go to the Main Menu and choose Exhibition. On the next screen, pick the Drivers Option. Scroll with the pad or the Analog Stick until you reach Driver Williams. Press button **A** and choose the "Edit Name" Option. Using the pad, edit the last name (Williams) to the word, **Chrome**. When you are finished, exit all the way back to the Title Screen. Now enter the Drivers Option again and scroll until you see a new character called Silver Driver. This driver is fast on the straight-aways. To get the Gold Driver, do the exact same code again, but this time replace the last name with the word **Pyrite**. If you want to drive on the hidden Bonus Track, do the exact same code again, but this time replace the last name with the word **Vacation**. Instead of the Drivers Option, go into the Courses and scroll until you see the Bonus Track, complete with a volcano!

F-Zero X

Many Cool Codes

All Vehicles, Tracks and Difficulties

On the Title Screen, press **Start** to get the Mode Select Screen.

On the Select Mode Screen, enter this code as shown: **L button, Z, R button, Up-C, Down-C, Left-C, Right-C, Start**. You'll hear a sound. Now choose the GP Race.

A new difficulty called "Master" will be open! On the Select Course Screen, a new set of random tracks called the X Cup will also be opened.

Also on the Select Machine Screen, you will now have access to every vehicle in the game!

Shrink Vehicles

On the Vehicle Selection Screen, press and hold **L + R button + Up-C + Down-C + Left-C + Right-C**. The cars will shrink! Now the smaller cars will be at your disposal!

Color Change

On the Vehicle Customization Screen, press the **R button** to change the color of your car. Keep pressing the **R button** until you get the color you want. Simple, but still cool.

Vehicle Rotation

On the Vehicle Customization Screen, press any of the **C buttons** to rotate your vehicle in any direction.

FIFA Soccer 64

Easy Win

During the match, pause and access the Controller Select Option. Then move the controller icon under the other team's flag. When you go back to the game, dribble the ball into that team's own goal. Repeat this process until you have enough points, and before the match ends, make sure you switch back to the winning team. You are assured to win every time!

Forsaken 64

Awesome Codes

Turbo Crazy: At the Title Screen where "Press Start" is scrolling, press **B, B, R button, Up, Left, Down, Up-C, Left-C**. The words "Turbo Crazy On" will appear on the screen to confirm it worked. You now have unlimited Nitro boosts!

Wire Frame: At the Title Screen where "Press Start" is scrolling, press **L button, L button, R button, Z, Left, Right, Up-C, Right-C**. The words "Wire Frame On" will appear on the screen to confirm it worked.

Gex 64

99 Lives and Every Remote

At the Main Menu Screen, choose the Load Game option. On the next screen, choose "Password." Now enter the following password as shown to get the trick to work: **M758FQRW3J58FQRW4!**

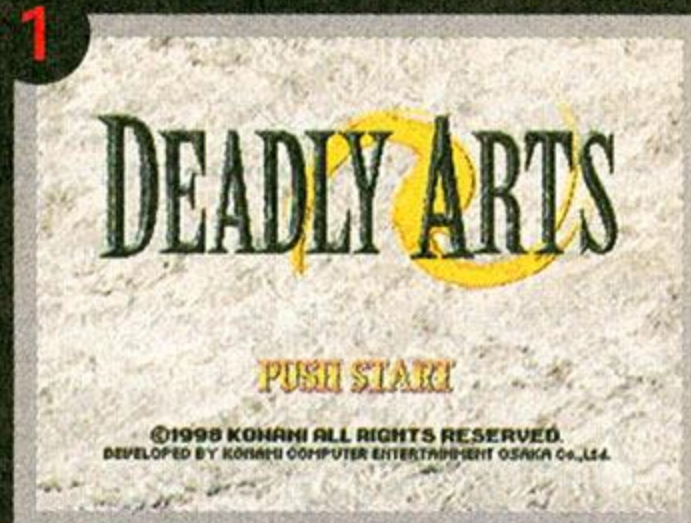
This will give you 99 Lives and every remote, so you don't have to gather them all! You can see the results of the code immediately by

Deadly Arts

Play as Reiji

- 1 At the Title Screen press **A, B, Right, Left, Right, Left, Down, Down, Up, Up**. This will give you the secret character, Reiji!
- 2 Go to the Player Select Screen and scroll through the characters to find him.

Greg Vallentin
Welland, Ont.



pressing **Start** to pause the game and then moving down to "Stats" and accessing it with button **A**. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him!

GoldenEye 007

Time Codes

Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and times you need:

- Level 1: Dam-Paintball Mode-Secret Agent-2:40
- Level 2: Facility-Invincibility-00 Agent-2:05
- Level 3: Runway-DK Mode-Agent-5:00
- Level 4: Surface-2x Grenade Launcher-Secret Agent-3:30
- Level 5: Bunker-2x Rocket Launcher-00 Agent-4:00
- Level 6: Silo-Turbo Mode-Agent-3:00
- Level 7: Frigate-No Radar (Multi)-Secret Agent-4:30
- Level 8: Surface2-Tiny Bond-00 Agent-4:15
- Level 9: Bunker2-2x Throwing Knives-Agent-1:30
- Level 10: Statue-Fast Animation-Secret Agent-3:15
- Level 11: Archives-Invisibility-00 Agent-1:20
- Level 12: Streets-Enemy Rockets-Agent-1:45
- Level 13: Depot-Slow Animation-Secret Agent-1:30
- Level 14: Train-Silver PP7-00 Agent-5:25
- Level 15: Jungle-2x Hunting Knives-Agent-3:45
- Level 16: Control-Infinite Ammo-Secret Agent-10:00
- Level 17: Caverns-2x RC-P90s-00 Agent-9:30
- Level 18: Cradle-Gold PP7-Agent-2:15
- Level 19: Aztec-2x Lasers-Secret

Agent-9:00

Level 20: Egyptian-All Guns-00

Agent-6:00**Bond Photos (via a GameShark)**

This GameShark code reveals pictures, on the Selection Screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then enter: **A002B19B 00**

For the two spaces, enter **01** to see Roger Moore, **02** to see Timothy Dalton or **03** to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.

Secret Level Editor

Once you finish every single level in the game on the "00 Agent" difficulty setting (plus bonus levels 19 and 20), a special "007 Mode" will open. This is an Editor Screen, in which you can configure options such as

Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!

Same Player in Multiplayer

Play in Multiplayer Mode using two of the same character. To do this, plug in four controllers. Enter Multiplayer Mode and select four characters with each controller, having players three and four be the duplicates. Then go back to the Multiplayer Screen and unplug controllers three and four. Have players one and two choose the players where three and four were. Go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same character!

Iggy's Reckin' Balls**All Tracks and Balls**

These codes will get you all the tracks and balls without beating the game! On the Title Screen, hold the **Z** button and then press the top **R** button.

The "Enter Cheat" Screen will appear. Now enter the following codes for the results as shown:

HAPPYHEADS - All balls are open (except Iggy's girlfriend).

THEUNIVERSE - Opens up all the tracks.

Kobe Bryant in NBA Courtside Secret Teams

This trick unlocks three hidden teams. At the Main Menu Screen, highlight Preseason and hold the **L** button. While holding it, press **A**. At the Preseason Matchup Screen, scroll right until you reach the symbols for three new teams: the Nintendo Gamers, Nintendo Plumbers and the Left Field Lefties.

Madden NFL 99**Cheat Codes**

On the Main Menu Screen, highlight and access the "Code Entry" Option.

On the Code Entry Screen, choose the New Code Option and enter any of these codes as shown below:

Bonus Teams:

NFC Pro Bowl - **BESTNFC**
AFC Pro Bowl - **AFCBEST**
All-Madden Team - **BOOM**
All-Time Stat Leaders - **INTHEMAN**
'60s Greats - **PEACELOVE**
'70s Greats - **BELLBOTTOMS**
'80s Greats - **SPRBWLSHUFL**
'90s Greats - **HEREANDNOW**
All-Time Greats - **TURKEYLEG**
75th Anniversary Team - **THROWBACK**
NFL Equipment Team - **GEARGUYS**
1999 Cleveland Browns - **WELCOMEBACK**
EA Sports - **INTHEGAME**
Tiburon - **HAMMERHEAD**
Bonus Stadium:
Tiburon Stadium - **OURHOUSE**

Mike Piazza's Strike Zone**Various Cheats**

Alternate Skies: Enter **L, R, L, R** at "Today's Game Screen." Now enter **Right-C, A, Z, Up-C, L, R, Z** for alternate skies.

Aluminum Bats: Go to the "Today's Game Screen" and enter **L, R, L, R**, then press **R, A, Z, B, A, L, L** for Aluminum Bats.

Colorful Bats: Go to the "Today's Game Screen" and enter **L, R, L, R**. Then: **R**, down, **B, A**, Right for red bats **B, L, B, A**, Right for blue bats.

Crazy Ball: Go to the "Today's Game Screen" and enter **L, R, L, R**. Now do this: **Right-C, A, Z, B, A, L, L**.

Crazy Pitch: Go to the "Today's Game Screen" and enter **L, R, L, R**. Now do this: **Right-C, A, Z, Up-C, R, B** for Crazy Pitch.

Credits: Enter the following code at the Title Screen to enable a Credits Option: **R, A, Z, R, Right-C, A, B**.

Devil's Thumb Stadium: Go to the "Today's Game Screen" and enter **L, R, L, R**, then press right (D-pad), **A, Up-C, L, A**.

Easy Home Runs: Go to the "Today's Game Screen" and enter **L, R, L, R**. Now do this: Press **L, A, Down** (D-pad), **R** to always hit a home run.

Easy Steals: Go to the "Today's Game

Screen" and enter **L, R, L, R**. Then: **Left-C, A, Down** (D-pad) **Up-C, Z** for easy steals.

Mission: Impossible**Many Different Codes**

Enter all of these codes during the Mission (Level) Select Screen:

Uzi with 30 rounds: **Right-C, Left-C,**

Right-C, Down-C, R

Minirocket Launcher with 30 rockets:

R, L, Left-C, Right-C, Down-C

7.65 Silencer with 50 rounds: **Up-C, L,**

Right-C, Left-C, Up-C

9mm HI POWER with 30 rounds: **R, L,**

Down-C, Up-C, Up-C

After you enter a code correctly then you will hear Ethan say, "There, that's better."

MLB Featuring Ken Griffey, Jr. Unhittable Pitch

Place the crosshair anywhere inside the strike zone except inside the yellow hitting circle. Holding the crosshair where you want it, press and hold the **Z** button and then press the **Left, Right** or **Up-C** button to look at one of the bases. Release the **Z** button first and then the **Up-C** button and then the screen should go back to looking at the batter. There will be no crosshair or hitting circle. Now throw the pitch you want and the computer will swing and miss or watch it go by for a strike. It is suggested that you throw change-ups so your pitcher will not get tired.

Secret Teams

On the Baseball Main Menu, highlight Exhibition and press **Up-C + Left-C + Right-C + Down-C** simultaneously and repeatedly until you hear a sound to confirm the trick worked. Now select Exhibition Mode and choose the All-Star Division. You will find two more teams: Angel Studios and Nintendo!

Awesome Codes

Enter any of these codes to see some strange and awesome visual results!

Angels in the Outfield

After fielding the ball on any play, run to any base except first base. Throw the ball around the bases in this order: 1st, 2nd, 3rd, Home, 3rd, 2nd, Home, 1st, 2nd, 3rd, Home. On the next play where the batter hits the ball to the outfield, have your fielder do a running dive with button **A**, but not toward the ball. Your fielder will leap into the air and stay there! Press **A** to swim flap your arms and **B** to swim through the air with your feet. If you let go of the controls for a little while, he will land.

Pitcher Dance

When you are pitching, press **Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up, Up** before you throw a pitch. Your pitcher will then dance right on the mound!

Home Run Griffey

Choose the Seattle Mariners as your team. When Ken Griffey Jr. comes up to bat, press **Left, Left, Right, Right, Right, Left, Left**. Once you enter this, he will point his bat to the stands. The next hit should be a home run!

Win the World Series

To see the World Series celebration and the game's credits, choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice.

Go to the Stadium Select Screen and press **Left-C, Right-C, Left-C, Left-C, Right-C, Down-C, Up-C**, then **Z**. You will automatically be taken to the celebration!

Blow Up the Batter

When you are up to bat, press **Right, Left, Down, Right, Left, Up, Right, Left, Down**. Your batter will then explode, but he will return after the next pitch. The timing is tricky on this one, so you may have to enter it a few times to make it work.

Mortal Kombat 4**Cheats Menu/Secret Characters**

Cheats Menu: From the Main Menu, access the Options. In the Options Screen, highlight the "Continues 3" Option. Then hold the **Block + Run** buttons at the same time for about 10 seconds, or until a Secret Menu appears. Once you see the secret "Cheats" Menu, you will be able to turn on and off endings, fatalities and level fatalities!



GameShark CODES

Mission: Impossible**GameShark Codes**

Big Head Mode: **800892a10001**
Huge Head Mode: **800892a10002**
Big Hands Mode: **800892a10003**
Big Feet Mode: **800892a10004**
Big Hands, Head and Feet: **800892a10005**

Mystical Ninja**GameShark Codes**

Infinite Health: **8015c5e70028**
Infinite Lives: **8015c5ef0009**
Infinite Ryo (Money): **8115c5ea270f**

NASCAR 99**GameShark Codes**

1 Lap to Race: **800438b30009**
d021fbab0000 **8021fbab0008**
d022359b0000 **8022359b0008**

NBA Courtside**GameShark Codes**

Must Be On: **de0004000000**
Home Team Scores o: **813f4ca60000**

Away Team Scores o:

813f19260000

Infinite Time Outs Home Team:

803f4ca40009

Infinite Time Outs Away Team:

803f19240009

NFL Blitz**GameShark Codes**

Big Head P1: **8029975b0001**
Big Head P1 & P2: **8029975b0003**
Tiny Team P1: **802997630001**
Tiny Team P1 & P2: **802997630003**
No Head P1: **802998030001**
No Head P1 & P2: **802998030003**

NHL 99**GameShark Codes**

Infinite Creation Points: **800e73d900b0**

Home Team Scores 50:

810908fa0032 **81092c700032**

Home Team Scores o:

810908fa0000 **81092c700000**

Away Team Scores 50:

810909380032 **81092d600032**

Away Team Scores o:

810909380000 **81092d600000**

Olympic Hockey 98**GameShark Codes**

Team 2 Scores o: **811151f80000**
Team 1 Scores o: **81111c700000**
Team 2 Scores 50: **811151f80032**
Team 1 Scores 50: **81111c700032**
Crunched Players: **811157803f00**
Tall Thin Players: **811157803f00**
Tiny Players: **8111577c3f00**
Giant Players: **8111577c3f00**
Tiny Heads: **811157783f00**
Big Heads: **811157783f00**
Constant Fighting: **8009bb5e0020**

World Cup 98**GameShark Codes**

Home Team Score 9: **801f7f500009**
Away Team Score 9: **801f7f540009**
Home Team Score o: **801f7f500000**
Away Team Score o: **801f7f540000**

Extreme-G 2

Rotating Screen and Overhead View

To get any of these codes to work, just get to the Bike Selection Screen and press the **R** button to get to the Customize Screen.

1 Now move over to "Enter Name" Option, access it and put in the passwords for the results shown below:

2 Spiralling Screen

To make the screen rotate constantly while you are racing, enter your name as **SPIRAL**.

3 Overhead View

Enter your name as **SPYEYE** at the Name Entry Screen to race with a view that is high above the track.



Editor's Top Tricks



Ben Durbin's Trick Picks

To me, the challenge in beating an RPG revolves around finding all the "clues"

to keep the story moving. Unfortunately most RPGs involve a lot of senseless fighting—random fights that are too easy and Bosses that are too hard. (I think this is especially true of Square's RPGs.) I'm all over any cheat I can find to ease those annoying fights and get me back to the story.

SaGa Frontier (PS) Junk Shop Cheat

This works with any character and is great for prepping your party with weapons and armor. Go to Scrap and visit the Junk Shop. Pay the shopkeeper so he lets you into the junk area, and pick out three items. Return to the shopkeeper and try to sell him the Hyperion Bazooka. Since you don't have a Hyperion Bazooka, you'll get an error beep. Make it beep a few times, then walk back into the junk area and pick out seven free items. You can go back and forth like this as often as you like as long as you don't leave the shop. The more times you visit the junk area, the better the items you can find. If you leave the shop, you can still do the trick, but you will have to pay to get in again.

Super Overdrive

This combat trick only works with the Blue character, and you must already have the Time and Rune spells. Casting the Overdrive spell gives you seven actions in a single combat round, but ends up costing you all your JP when the spell is over. Now try this: On the seventh and final action of your Overdrive, cast the Stasis Rune. When the Stasis Rune wears off, the effects of the Overdrive will be "locked," and Blue will be able to attack seven times each turn without having to cast Overdrive again.

Secret Characters: The next tricks will let you access the hidden Goro and Noob Saibot! Goro: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Move **Up** three times and **Left** once (highlighting Shinnok). Then press **Run + Block** simultaneously. When you go to the first round of the fight, you will be playing as Goro!

Noob Saibot: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Move **Up** two times and **Left** once (highlighting Reiko). Then press **Run + Block** simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot! (Note: This trick was done on a preproduction version of the game and is subject to change.)

NASCAR 99

Hidden Announcer Car

To play as the commentator, Benny Parsons, just follow this method: On the Main Menu Screen, choose a Single Race. On the Single Race Screen, move down to "Select Track." Now choose the Richmond Track. Now move up and highlight the Select Car Option. With this option highlighted, enter this code very quickly (within four seconds): **Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L** button, **Z, Z**. The Benny Parsons car will now appear!

NFL Blitz

Incredible Blitz Codes! Cheat Codes

On the Team Vs. Screen, enter any of these codes with the Turbo, Jump and Pass buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

- 0-4-0-Up Huge Head
- 1-1-1-Down Tournament Mode (2P)
- 3-2-1-Left No Head
- 1-2-3-Left Super FGs
- 1-2-3-Right Headless Team
- 0-1-0-Up Late Hits
- 0-5-0-Right Big Football
- 2-0-0-Right Big Head
- 5-0-0-Left No Stadium
- 1-5-1-Up No Punting
- 4-3-3-Up Invisible
- 2-1-2-Left Clear Weather
- 5-3-4-Down Lights Out
- 5-2-5-Down Weather: Snow
- 0-3-2-Left Fast Turbo Running
- 0-0-1-Down Show FG%
- 0-1-2-Down No CPU Assistance (2P)
- 0-3-0-Down Fog on
- 0-4-1-Down Thick Fog
- 3-1-4-Down Smart CPU
- 4-2-3-Down No Random Fumbles
- 2-0-3-Right Big Heads (team)
- 2-1-0-Up No First Downs
- 1-4-1-Right Big Players
- 3-1-0-Right Mall Players
- 1-1-5-Left No Play Selection (2P)
- 0-4-5-Up Super Blitzing
- 2-5-0-Left Fast Passes
- 2-1-1-Left Allows Out Of Bounds
- 5-1-4-Up Infinite Turbo
- 2-3-3-Up Power-up Teammates
- 3-1-2-Left Power-up Blockers
- 4-2-1-Up Power-up Defense
- 0-2-1-Right Show More Field (2P)
- 1-0-2-Right Hide Receiver Name
- 4-0-4-Left Power-up Speed (2P)
- 2-2-2-Right Night Game
- 5-5-5-Right Weather: Rain
- 5-5-5-Up Hyper Blitz
- 3-4-4-Up No Interceptions

Hidden Players

When asked to Enter a Name for Record Keeping, choose "Yes." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

Turmel	0322	Mark Turmell
Sal	0201	Sal Divita
Jason	3141	Jason Skiles
Jenifr	3333	Jennifer Hedrick
Daniel	0604	Dan Thompson
Japple	6660	Jeff Johnson

Root	6000	John Root
Luis	3333	Luis Mangubat
Mike	3333	Mike Lynch
Gentil	1111	Jim Gentile
Brain	1111	Brain
Forden	1111	Dan Forden
Skull	1111	Skull
Carltm	1111	Headless Guy
Shinok	8337	Shinnok from Mortal K.
Raiden	3691	Raiden from Mortal K.

Other Secret Players

Enter these codes the same way as the ones above.

Thug	1111	Van	1234
Billz	0526	Zz	1221
Jimk	5651	Marka	1112
Ed	3246	Todd	1122
Mitch	4393	John	5158
Josh	4288	Ryan	029
Beth	7761	Brian	0818
Grinch	2220	Paulo	0517
Lt	7777	Nico	4440
Gatson	1111	Guido	6765
Rog	8148	Monty	1836
Shun	0530	Gene	0310
Paula	0425	Dbn	6969

NFL Quarterback Club 98

Many Cheat Codes

On the Main Menu, access the Enter Cheat Option. Now enter any of these codes for various results:

- SPRTBMD** - All players run in Turbo Mode.
- FRMBYFRM** - Players move in slow motion.
- NBCTCKLS** - Tackle ball carrier is turned off.
- SPRDPRTCKL** - Always tackle
- TGHTGRP** - No turnovers
- SPRTMMD** - All player attributes are at maximum.
- LDSTRTRK** - When QB throws the ball, it appears in the receiver's hands.
- YNSTYNS** - Discipline and Awareness is set to maximum for all players.
- BGTWSTRS** - Ball carrier spins around constantly until he's tackled.
- TRNTDLFR** - QB accuracy is set to zero for all QBs.
- LLDFSCCK** - All defensive attributes are set to zero.
- LLFFSCCK** - All offensive attributes are set to zero.
- BGSPRDV** - Dive distance is greater.
- SPRBGRMS** - QBs throw the ball 100 yards; Kickers kick the ball 100 yards; Punters punt the ball 100 yards.
- STNTXTM** - Access the Acclaim, Iguana, AFC and NFC teams for quick play.
- MNFLDMD** - Players do a dive every three secs.
- LWYSTPSS** - Players always tip the ball in the air on passes.

Off-Road Challenge

Tracks and Trucks

These codes will give you access to three new tracks and all-new Monster Trucks:

El Cajon Track - On the Track Selection Screen, hold **Up** on the control pad and press the **L + R** buttons simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold **Z** and press the **A** button.

Flagstaff Track - On the Track Selection Screen, hold **Left** on the control pad and press the **L** button. You'll hear an air wrench sound. Now highlight the Mojave track, hold **Z** and press the **A** button.

Guadalupe Track - On the Track Selection Screen, hold **Down** on the control pad and press the **R** button. You'll hear an air wrench sound. Now highlight the Vegas track, hold **Z** and press the **A** button.

Monster Trucks - On the Truck Selection Screen, press one of the following **C** buttons to get the alternate Monster Truck:

- Left-C** = Thunderbolt
- Right-C** = The Crusher
- Up-C** = 4x4 Monster
- Down-C** = Punisher

PilotWings 64

Birdman in New York

When flying around in PilotWings 64, you come across some secret spots. Well, here's a neat little trick that even beginners can do! Just choose the Rocket Belt as your flying

device and go into the Class A Level. Pick your character and begin playing. Now fly to the ocean and go north along the shore until you reach the other city. As you get closer, you should notice a greenish-looking building. Fly in front of it, and you will also notice that there are two entrances. Go inside the side entrance, until you reach the other end.

If done correctly, you should see that there are different surroundings. There should also be a special star to your left that will turn you into "Birdman!" Fly around a little more and you should see that you have warped to the city of New York!

Quake 64

Debug Menu

Go to the Load Screen from the Main Menu. When asked for a Controller Pak, choose "Do Not Use Pak." The Password Screen will appear. Enter all **Q's** for your password. It should say that you have entered an Invalid Password. Now press **B** to exit. Go into the Options Screen and "Debug" will appear above the other options! Go into this new option to pick Start Map, God Mode, Weapons and Target (enemies can't see you).

Robotron 64

Various Game Cheats

Enter the codes on the Main Screen.

At the Main Screen—

50 Extra Lives: **Up, Up, Down, Down, Left, Right, Left, Right, Left-C, Right-C, Left-C, Right-C**.

Level Select (find the results in the Setup Menu): **Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C**.

Space Station Silicon Valley

Hidden Level

- From the Saved Game Select Screen, press: **Down, Up, Z** button, **L** button, **Down, Left, Z** button, **Down**. If you did it correctly, you will hear a "ping" sound. If not, keep trying until you hear it. Select your saved game and the Zone Select ring will appear.
- Press **Left** to back up one zone and you will see the hidden level! (Thanks goes to Jennifer Kolbe at Take-2 Interactive.)



WCW/nWo Revenge

Cool Codes

Nitro Arena Trick

When fighting in the entrance way throw your opponent into the black door at the very end. He will disappear for several seconds and then will come running out like he just hit the ropes.

1 Playable Managers

Go to One-on-One Exhibition match and choose wrestlers that have managers. After play begins, press **Z** on the 3rd and 4th controllers and you will take control of the managers.

2 Play as THQ Man

Highlight AKI man and press **C-Down**. THQ is similar to Black Ninja from WCW vs. NWO.

Steal Opponent's Taunt

To steal your opponents main taunt, rotate the analog joystick counter-clockwise. Ex. If you're playing Goldberg against Disco Inferno, and do this, Goldberg will begin to get funky and do a disco dance. Try this with everyone for different (hilarious) results.

Mick Afaneh; Parma, Ohio



San Francisco Rush

Secret Alcatraz Level

Go to the Start Game Menu and choose Circuit. Now on the Select Player Screen, choose the Just Play Option. The "Enter Code" Option will flash. Choose this option and put in this password as follows:

**8DP5KG5L4G59P
G92WVCQY0DRDQ**

After you enter this circuit-winning code, the Circuit Menu appears. Choose the option to Continue Circuit and let time run out while racing. You'll be rewarded with a Celebration Screen and the code to get the Formula 1 car. Now you're on your way to getting Alcatraz. On the Car Select Screen: Hold **Left-C**, then **Z** and release them. Press **Left**. On the Setup Screen: Hold **Up-C**, then **Z** and release them. Press **Up**.

On the Car Select Screen: Hold **Down-C**, then **Z** and release them. Press **Down**, **L** button, **R** button. Now go back to the Select Track Screen and you will be able to choose Track 7, which is the Alcatraz Track!

Shadows of the Empire

More Powerful Debug Code

This difficult code requires one very flexible gamer—or two people—to work. First, enter your name as: **_Wampa_ _Stompa** (One space before Wampa, two spaces before Stompa).

Begin playing a level; press **Start** to pause. Now press and hold the following buttons simultaneously: **L** button, **R** button, **Up-C**, **Down-C**, **Left-C**, **Right-C**, **Z** and **Left** on the D-pad. With all of these held (here comes the tricky part), press the **analog stick halfway to the Left** and wait until you hear a low beep. Now press **halfway to the Right** and wait for the low beep again. Press **halfway to the Left** again and wait for the beep, and then again **halfway Right**. Do it once more **halfway Left**. If done properly, you should see pink text above all the other options on the top of the screen. Use the **L** and **R** buttons or **Left** and **Right** on the D-pad to switch between the available Debugging Options such as Invincibility, 50 lives, get all stuff, antialiasing, texture, lighting, fog, next

level, kill Dash and much more!

Resume your game to take advantage of any of the Debug Options. To get the Debug Menu again, pause the game and press **L** button, **R** button, **Up-C**, **Down-C**, **Left-C**, **Right-C**, **Z**, and **Left** on the D-pad. With all of these held, hold halfway **Left** on the analog stick and the debug text will reappear.

Turok: Dinosaur Hunter

The Big Cheat

This incredible code is the mother of all cheats for this game! Many people have been wondering how to access warps easily. Well, here's your answer! Access the "Enter Cheat" Option from the Title Screen. On the Cheat Code Screen, enter the password for the Big Cheat. The code is as follows:

NTHGTHDGD CRTDTRK

Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, warps to levels one through eight and automatic warps to the Bosses of the game!

Many Cheat Codes

On the Title Screen with the menu, either choose Start Game or Enter Cheat. If you begin playing your game, press **Start** to pause it. A Pause Menu will appear with an option to enter your cheats here as well as the Title Screen. Highlight the "Enter Cheat" Option and access it. On the Cheat Code Screen, put in any of the following codes to get the results shown here:

CMGTSMGGTS: This code gives you all of the weapons.

BLTSSRRFRND: The code gives you unlimited ammunition.

FRTHSTHTRLSCK: Unlimited lives are at your disposal.

Robins Cheat

Begin playing your game and press **Start**. A Pause Menu will appear with many options including one to enter your cheats. Highlight the "Enter Cheat" option and access it. On the Cheat Code Screen, enter **RBNSMTH**. This will give you "Robins Cheat" which turns on multiple cheats including invincibility, unlimited ammo, all weapons and even a new Big Head Mode, where many of the

enemies in the game have huge heads and lower voices!

Wayne Gretzky Hockey '98

Get Bonus Teams

Go to the Options Screen. Hold **L** button and press **C-Right**, **C-Left**, **C-Left**, **C-Right**, **C-Left**, **C-Left**, **C-Left**, **C-Right**, **C-Left**, **C-Left**. If done correctly, the new teams will be available right away.

Choose Your Opponent

Highlight the team you want to play against and press **C-Right** three times. If done correctly, you will hear a click.

Nonstop Fighting

At the Options Screen hold the **L** button and press **C-Right**, **C-Left**, **C-Left**, **C-Right**, **C-Down**, **C-Up**, **C-Up**, **C-Down**, **C-Left**, **C-Right**, **C-Right**, **C-Left**, **C-Right**, **C-Left**. If done right, you'll get in a fight every five to 20 seconds.

WWF War Zone

New Features and Modes

Random Wrestler

On the Character Selection Screen, hold **Up** and press **Block**.

Taunt Your Opponent

In the middle of a match press **A + Left-C** together. Or, for an alternate taunt, press **B + Down-C** together.

Access Dude Love and Cactus Jack

Beat WWF Challenge on Normal with Mankind to unlock Cactus Jack and Dude Love.

Burp and Fart Mode

Beat WWF Challenge with Mosh or Thrasher on any difficulty to get Burp and Fart Mode. Whenever you get hit or hit someone, you'll hear a burp or a fart!

Goldust's Extra Costumes

Beat WWF Challenge on Normal with Goldust to get more costumes.

Ladies Night Mode

Beat WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode.

No Wimps Mode

Beat WWF Challenge with Faarooq or Ken Shamrock to disable blocking.

Cool Reflections

Beat WWF Challenge with any wrestler on any mode to turn the wrestler's shadows into full-color reflections.

Play as Sue

Beat the Challenge with Owen or Bret Hart to access Sue (the ring girl).

No Meters:

Beat WWF Challenge with the Undertaker to disable the health meters.

Steve Austin's Extra Costumes:

Beat WWF Challenge with Steve Austin to get two more costumes for him. Do a mirror match to see the different costumes.

Extra Costume Accessories:

Beat WWF Challenge with Kane on any difficulty to get new masks, shirts, boots, etc.

Big Head Mode:

Beat WWF Challenge with the British Bulldog or Rocky Maivia. Everyone will now have a huge head!

Ego Mode:

Beat WWF Challenge with Ahmed Johnson. Now your wrestler's head will grow with every hit.

Once you've opened one of the features or modes, press **L**, then the **R** button at the Main Menu Screen to move down to the basement. From here, you can access all of the cheats you've opened!

World Cup 98

Hidden Team

From the Team Select, access the Team Management Option. On this screen, choose the "Customize Player" Option.

Type **BuryFC** as a name of any player. The names of the England team then become Creations football team and development team for World Cup.

Editor's Top Tricks



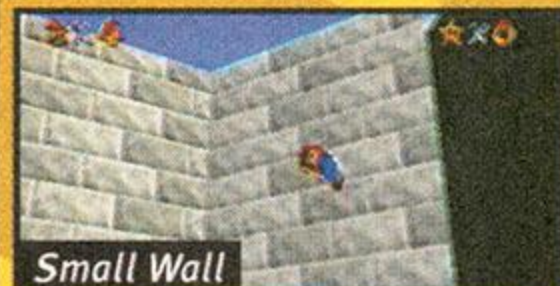
Nelson Taruc's Faves:

I've got two. The Super Mario 64 trick is my all-time fave because it requires

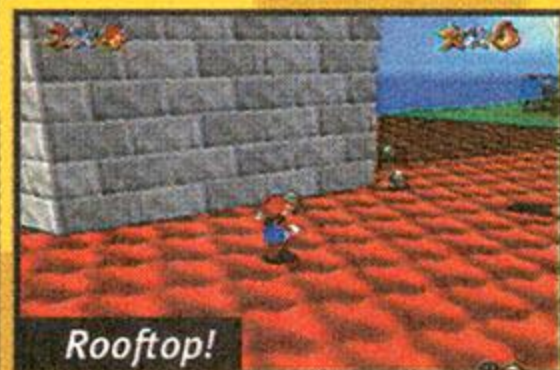
mad skills—and it's darn impressive to anyone watching. The QB Club trick is cool for self-serving reasons: When's the last time you've been in a video game?



Slope



Small Wall



Rooftop!

Super Mario 64 (N64)

Meet Yoshi with Zero Stars!

Normally, you'd need 120 stars to visit Yoshi atop the Princess' castle. However, true *Expert Gamers* can meet Yoshi with zero stars—if they can execute a difficult series of jumps. At the start of the game, go to the right of the castle. The east castle wall should be to your left and a steep green slope in front. Start the first two jumps by leaping before the green slope then again while on the slope. After those two leaps, Mario should start sliding down the slope on his behind—if he's on his belly, start from scratch. While sliding on his tush, jump left. Your target is the small stone wall that connects the castle to the slope. If you hit that small wall at the right angle, you can wall-jump to the castle wall to your left and grab the bottom edge! Climb up to meet Yoshi and cash in on extra lives. Use the pictures above as a reference guide.

NFL QB Club 97 (PS)

Hidden Magazine Teams

Go to the Team Select Screen. Enter **L1**, **L1**, **L2**, **R2**, **L1**, **L2**. Scroll through the teams until you find the special magazine teams. Look who's the starting safety (and wide receiver) for the *EGM* team—me! It's fantastic!





GameShark CODES

Alundra

GameShark Codes

Infinite Health:	801ac70c0032	801ac7100032
Infinite Glider:	801dd824270f	
Steel Flail:	801dd8580001	
Ice Wand:	801dd8680001	
Fire Wand:	801dd8700001	
Earth Book:	801dd8e00001	
Water Book:	801dd8e80001	
Infinite Magic:		
801dd8200004	801dd8220004	
99 Keys:	801dd9240063	
Legend Sword:	801dd8500001	
Fire Book:	801dd8f00001	
Wind Book:	801dd8f80001	

Armored Core: Project Phantasma

GameShark Codes

Infinite Ammo Right Arm:	800427d803e7	
Infinite Ammo Back Weapon:		
800428160064	800428540064	
Have All Generators:		
3003434d0001	8003434e0101	
800343500101	800343520101	
	800343540101	
Have All FCS:	8003435c0101	
8003435e0101	800343600101	
800343620101	800343640101	
Have All Optional Parts:		
8003436c0101	8003436e0101	
800343700101	800343720101	
800343740101	800343760101	
Infinite Armor:		
d00415780001	800734f0cd5a	
Have All Heads:	800342f00101	
800342f20101	800342f40101	
800342f60101	800342f80101	
Have All Cores:		
800343020101	800343040502	

Dead Ball Zone

GameShark Codes

Team 1 Scores 50:	800af9980032	
Team 1 Scores 0:	800af9980000	
Team 2 Scores 50:	800af99c0032	
Team 2 Scores 0:	800af99c0000	

Dragon Seeds

GameShark Codes

Infinite Gold:	80084574ffff	
Infinite HP:		
800eedf803e7	800846aa03e7	
Infinite Special Attacks:		
800ee5bc0009		
Max Special Strength:		
800846b603e7		
Max Attack Strength:		
800846d00063		
Max Muscle Strength:		
800846b203e7		
Max Speed:	800846ae03e7	
Max Damage:		
800846d403e7	8008475603e7	
Max Evasion:		
800846d20063	800847540063	

Duke Nukem: Time to Kill

GameShark Codes

Infinite Throwing Knives:	800d74600001	800d746203e7
Infinite Throwing Axes:	800d74640001	800d746603e7

Adventures of Lomax Level Select and Flying Trick

This is a great cheat to allow you to skip Lomax to various levels in the game. To do this, press **Down + Start** when in a game. This will pause the game. Now, hold **Up** and hit buttons: **Triangle, Circle, X** and **Square**. A small number should appear on the left side of the screen. This is the Level Select. Change the levels by pressing **L1 + Select**. Then hit **L1 + Start** when you want to choose that level. Plus, here's an added bonus! Lomax will also have the ability to fly around the screen by pressing **L1 + Square**. This can only be done after the Level code is active. By flying around you can get to places that are hard to reach. Just press **L1 + Square** again to come back down, just watch where you end up landing though!

Air Combat

Extra Fighters

To gain these extra fighters, play through the game on Easy Mode to the last mission and defeat the Boss. Once the mission is completed and the game is over, the credits will appear on the screen. Sit through this in its entirety until the Title Screen appears. You should then have "Extra 10" in the upper-right corner of the screen. Now go through the options to the plane select and notice there are several more fighters to choose from!

Armored Core: Project Phantasma

Views, Names and Emblems

Fixed Camera:

Press and hold the **Circle + X** buttons simultaneously. While doing this, press **Start**. Press **Start** again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.

Cockpit View:

Press and hold the **Triangle + Square** buttons down simultaneously. While doing this press **Start**. Press **Start** again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.

Change Pilot's Name:

With "A.C. Name Entry" highlighted, press and hold the **Select** button. Then press the **X** button. You will now be able to change your originally registered pilot's name.

Emblem as Raven's Nest Wallpaper: While in "Edit Emblem," press and hold the **L1** and **R1** buttons and then press **Select**. The selected emblem will now be tiled over the background.

Assault Rigs

Various Cheats

Enter these codes while you are playing within a game. For Invincibility press: **Left, X, Left, X, Left, Left, X, Right, X, Right, X, X**. For All Weapons and Items press: **Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down**.

Passwords

To enter them, go to the Password Screen and use the following passwords to jump to various levels throughout the game. Some are pretty big!

Air: **Square, Circle, X, Circle, X, Triangle**

Jump: **Circle, Square, X, Triangle, Circle, Triangle**

Room 101: **Triangle, Square, X, Circle, Square, X**

Firepower: **X, X, Triangle, X, X, Square**

Wave: **X, Circle, Square, Circle, Circle, Square**

Push Off: **Circle, Triangle, X, Triangle, X, Triangle**

Perimeter: **X, Triangle, Triangle, X, X, Square**

Spiral: **X, Triangle, Triangle, X, Triangle, Square**

The Castle: **Square, Triangle, Square, Triangle, Square, X**

Fortress: **Square, X, Triangle, X, X, Triangle**

Lifts Ahoy: **Triangle, X, Triangle, Circle, Square, X**

Push Me: **Circle, X, Triangle, Circle, Triangle, Square**

Coaster: **Circle, Square, Circle, Circle, Circle, Square**

Auto Destruct

Several Cheats

To use any of these codes, go to the Cheat Menu. To do that pause the game while in mission and press **Up, Down, Left, Right, Down, Right, L1, R1, R1**. After you do that, enter these codes to get the following effects:

Extra Nitros: Press **L1, Circle, Down, L1, Up, Square, Circle, R1**. Then press the Nitros Option to get one more nitro each press.

Extra Money: Press **L1, R1, Up, Circle, Down, Square, Right, R1, L1**.

Add Minute to time: Press **Down, L1, L1, Circle, Circle, R1, Up, Square, L1**.

Then press the Add Minute Option to get an extra minute.

Invincibility: Press **L1** four times, **Left, Circle, Circle, Square, L1**.

Infinite Fuel: Press **L1, Circle, Left, L1, Circle, R1, L1, Up, R1, Down**.

Car Tuneup Menu: Press **L1, R1, L1, Up, Down, Circle, Down, Right, Left, Square, R1**. Then press the Car Tuneup Option on to modify your car.

New York Time Trial: Press **L1, Right, Down, Left, Up, R1**.

Subway Time Trial: At the Main Menu Screen, press **L1, Left, L1, R1, Right, R1**. Now access the Time Trials Option and a new Subway Option.

Debug Mode: In the middle of the game, press **Start** to pause. Now press the following: **Up, Right, Left, Down, Circle, L1, R1, R1, L1, Circle, Down, Left, Right, Up**. You'll hear a sound and the words "Debug Configuration" will appear underneath the Quit Game Option. Access this option to receive All Weapons, toggles for Debug Text, Speech Text and Collisions!

Battle Arena Toshinden

Various Codes

Self-Camera Control: To set your camera controls to your top four buttons, go to the Options Screen and set your controls so they read, "Not Use." Change the camera action to Yourself and set the keys to Camera X and Y. If you have two controllers, pause and hit **Select** on controller one to let you zoom, and **Select** on controller two to advance each frame. To Remove the Pause Options and life bars, pause and hold all four fire buttons. Hit **Select** twice to remove them.

Play as Gaia/Sho and Auto-Specials: You must first input the Gaia code as the options are flying in at the Title Screen (**Down, Down-Left, Left + Square** button).

You'll hear the word, "Fight!" The text will turn pink. Choose a 1P Game. Pick any character (choose Gaia by highlighting Eiji, holding **Up** and pressing any button (**Square, Circle, Triangle, or X** button)). Start a fight, then pause with the **Start** button. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While they are doing this, take controller two and press: **Left, Right, Left, Right, Left, Square** button. You'll hear the word, "Fight!" The text will turn light blue. This will allow you to play as the last Boss, Sho! Either player (or both) can highlight Kayin and hold **Down** on the controller. Now press one of the buttons to choose him. Begin another match, then pause. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While the lines are flying in, take controller two once more and

C: The Contra Adventure

Many Cheat Codes

- 1 Input the combinations on the Main Menu Screen.
- 2 Level Select - Left, Up, Right, Square, Square, Triangle, Triangle, Down
Unlimited Lives - Up, Right, Square, Triangle, Right, Left, Square, Triangle
Unlimited SuperBombs - Square, Square, Right, Down, Down, Left, Square, Triangle
Super Machine Gun - Right, Right, Square, Triangle, Right, Left, Down, Down
- 3 Movie Player - Triangle, Triangle, Down, Square, Up, Up, Left, Triangle



press: **Left, Right, Left, Right, Left, Square** button. You'll hear the word, "Fantastic!" The text will turn yellow. Now you can go to the Options and put automatic special moves on the top buttons on any difficulty level. In the game, hold the **Select** button and press the **L1, L2, R1, R2** simultaneously to do your Super Special move!

Blast Chamber

Infinite Lives

For Infinite lives in Blast Chamber, go to the Main Menu Screen and with controller one, enter: **Square, Left, Square, Right, Circle, Down, Circle, Up**. Go into the "Games" Option and Choose the "Solo Survivor" Option. Once you select this, you will have chosen One-player Mode. Go back to the Main Menu and begin your game. Now when you die in the game, your lives meter will not go down!

Colony Wars: Vengeance

Password Cheats

Here are some password cheats for Colony Wars 2 (all are case-sensitive):

1 Enter all at the Password Screen.

Invincibility: **Vampire**

All weapons: **Tornado**

Primary weapons available: **Dark Angel**

Infinite secondary weapons: **Chimera**

Infinite afterburners: **Avalanche**

Infinite money: **Hydra**

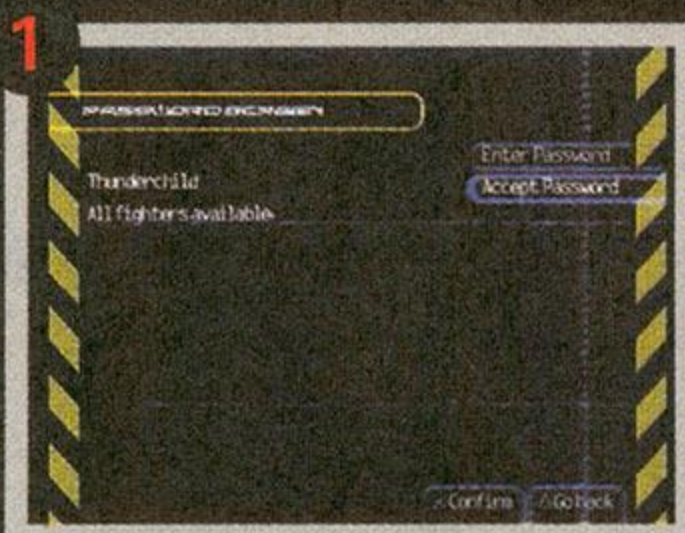
2 All ships: **Thunderchild**

FMV and Mission Select: **Demon**

All missions, all ships, infinite secondary weapons, etc: **Blizzard**

Disable Cheats: **Stormlord**

Matt Baslee
Kansas City, Mo.



Level Passwords

To enter them, go to the Password Screen and enter the following codes that will take you to the select level of choice.

NAEMMAAB (Ziggurat)

MAGDIEAH (Backstab)

NINKPDME (Fall N Arch)

MJKKAMKC (Fugitive)

JODPIGEH (Rainbow)

ICJPABNA (Lavapalooza)

After entering the code, hit the **X** button to enter the password and begin playing.

Bloody Roar

Big Head Code

On "Normal" setting while at the Character Select Screen, hold **L2** and choose your fighter with **Circle**.

Large Arena

Beat 10 opponents in a row in the Survival Mode to increase arena size.

Regenerating Life Bars

Finish the game with Bakuryu on Level Four or above.

Big Arms

Beat the game without continuing on Level Four or above.

Small Fighters

At the Character Select Screen, hold **R2** and pick your fighter with **Circle**.

School Girl Alice

Beat all opponents in Time Attack Mode in less than 10 minutes.

Bomberman World

Stage and Cheat Codes

Just enter the following codes at the Password Screen to enable the codes.

Level Codes:

Stage 1-1: 2180	Stage 1-2: 1986
Stage 1-3: 1910	Stage 1-4: 2911
Stage 1-5: 1060	Stage 2-1: 2008
Stage 2-2: 0718	Stage 2-3: 1704
Stage 2-4: 1401	Stage 2-5: 2701
Stage 3-1: 0902	Stage 3-2: 0209
Stage 3-3: 2713	Stage 3-4: 1068
Stage 3-5: 3639	Stage 4-1: 9174
Stage 4-2: 0648	Stage 4-3: 2736
Stage 4-4: 0588	Stage 4-5: 1891
Stage 5-1: 6235	Stage 5-2: 2238
Stage 5-3: 1207	Stage 5-4: 3021
Stage 5-5: 0351	

Full Power:

Stage 1: 1197	Stage 2: 1418
Stage 3: 7310	Stage 4: 2777
Stage 5: 3623	

Pure War: 1622

Crazy Blocks: 6833

Battle Megamix: 8686

Extra Battle Stages: 3636

Cart World Series

Special Password Cheats

These cheats will get you some special-looking tracks and strange options for your car. On the Type Screen, choose a race (Single Race or New Season) and on the Select Driver Screen, move Left until you see "Create Driver." Now enter one of the passwords as shown to get the following results:

NIGHTRID - Drive at night

SPACERID - Tron-like tracks

GEK - You will race two laps in Season Mode.

WHEELS - There will be no body on your car.

FLOAT - Tracks will have half the normal gravity (you will have less traction than normal races).

RADBRAD - Tracks have more gravity than normal.

BANZAI - You won't collide with any other cars.

College Slam

Power Dunks, Whirlwind

Both of these codes are to be done at the Today's Match-up Screen. For Power Dunks, press **Up** and **Down** continuously for about five seconds and then press a button. You can now dunk from half court! For a whirlwind throughout the game, rotate the pad clockwise continuously for about five seconds and then press a button. Now, knock down your opponents with ease!

Fraternity Teams

At the Title Screen press: **Left, Up, Circle, Up, Down, Up, Right, Triangle**. Then go to the Team Selection Screen. Fraternities are at the bottom.

Crash Bandicoot

Ultimate Password

Enter this password at the Password Screen to access every level in the game. **Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X**.

Deathtrap Dungeon

Level Select

On the Main Menu with the three skulls, press **L1, R1, Triangle, Triangle, Square, Circle, R1, L1**. You will hear a sound to confirm that it worked. Now choose the "Load Game" skull and the next screen will show all the levels listed. Choose any one of these level names to be warped there.

Defcon 5

Hidden Game

To locate the hidden shooter game, go to Administrative Level 2 and take the elevator to Level 6. Enter the Control Room and access the VOS terminal. Go into Communications and

then into Local Comm. At the Local Comm Screen press Triangle to access the hidden shooter game. The object of the hidden game is to destroy the spinning octagons. Collect stars for more ammunition and large stars for more firepower.

Destruction Derby

Control Number of Competitors

Choose Wreckin' Racing from the Main Menu Screen. After you select it, choose Championship. Enter your name as **NPLAYERS**. Go back into the Wreckin' Racing Option, choose it once more, but this time, pick Race Practice. Now move to the Track Selection Screen and pick a track. Once you do, you will be able to set the number of competitors in the race!

Record Breaker Trick

Just enter Total Destruction Mode in "Other Options," and begin the game. Then, just before the timer reaches one second, press **Start** to pause then exit. Now, you should have received a record-breaking time of 599:99 (the best time!).

Diablo

Unlimited Gold

To get an unlimited amount of gold in the game, follow these steps:

1) Start a new game and earn some money fighting. About 1,000 gold will be fine; it can be less. (It will just be easier to gain money if you gather more at the start.)

2) Save your character (not the game, just the character). Let's call him "Trickman."

3) Hit reset and start another new game, but this time make it a two-player one.

4) Player two should be a new character—class makes no difference. Let's call this one "Moneyman."

5) At this point, Trickman should give all his money to Moneyman.

6) Now, save character on Moneyman, not Trickman.

7) Hit reset again, and bring both characters back into a two-player game.

8) Repeat steps five through seven until Moneyman has about 5,000 gold.

9) Enter a new game yet again, but now have Moneyman give his money to Trickman; then save Trickman.

10) Enter another new game with both characters. Go back and repeat steps five through seven, but this time you'll be passing 5,000 gold each time rather than 1,000!

11) When you're satisfied with Moneyman's total gold amount, just have him give all the gold to Trickman, and save Trickman! Restart a new game with Moneyman in it anytime you need more gold!

WARNING: Don't save Moneyman after he gives all his gold to Trickman.

Doom

Various Cheats

Just go to Map Screen, when within a level and turn "Real Time" off. Then press: **Circle, Circle, Square, Circle, Triangle, X, X, Circle**. Then continue your game and take on your enemies with no worries.

Random Levels w/Weapons & Ammo

This interesting method for the PlayStation version will allow you to access random levels with various amounts of weapons, life and ammunition. To do this, go to the Password Screen of the game and enter the first seven letters as **DOOMMNL**. (Note: The second and third letters have been replaced with zeros.) Now, here is the part that requires experimentation. Choose any three letters or numbers and fill them into the last three spaces of the password. Three of the same numbers or letters seems to work quite well. Also, two of the same numbers or letters work. You can get 999 ammo, 200 health, most of the weapons, etc. Try different number and letter combinations; you never know where you'll end up! (Note: Not everything works all of the time.)

Einhänder

Default Gunpod Weapons

Here is a method for you to begin the game with gunpod weapons. First, start the game



GameShark CODES

Duke Nukem: Time to Kill

GameShark Codes Continued

Infinite Arrows: **800d746a03e7**

Infinite Pistol Ammo: **800d746e03e7**

Infinite Shotgun Shells: **800d747203e7**

Infinite Rifle Ammo: **800d747603e7**

Infinite Gatling Gun Ammo: **800d747a03e7**

Infinite RPG Ammo: **800d747e03e7**

Infinite Flame Fuel: **800d748203e7**

Infinite Energy Ammo: **800d748603e7**

Infinite Freezer Ammo: **800d748a03e7**

Infinite Pipe Bombs: **800d748c0001**

Jet Pack: **d00d74f00000**

Infinite Jet Pack Energy: **800d74f26000**

Super Eagle: **800d746c0009**

Super Shotgun: **800d74700009**

Infinite Holy Hand Grenades: **800d74900001**

Infinite Dynamite: **800d74940001**

Laser Gatling Gun: **800d74780009**

Infinite Laser Gatling Ammo: **800d74ce03e7**

Fifth Element

GameShark Codes

Extra Health: **d0060b2c8385**

80060b2c8387 **d0060b608385**

80060b608387 **d00526aa0c01**

800526aa2400 **801fff460009**

Infinite Lives: **800dd54c00ff**

Infinite Shield: **801fff960001**

Have All Elements: **801fff5c0001**

801fff5c0001 **801fff5e0001**

801fff600001 **801fff620001**

Future Cop: L.A.P.D.

GameShark Codes

All Weapons: **8009cob20004**

8009cob60004 **8009coda0004**

Ninja

GameShark Codes

Infinite Lives: **8002c0522400**

Infinite Bombs: **8006d07c0009**

Infinite Money: **8006d044ffff**

Max Power Up: **8006d0180004**

Have Ultimate Sword: **8006ad2a0200**

Gold Key: **8006d0340001**

Parasite Eve

GameShark Codes

Infinite Health: **800b8a2c03e7**

800b8a3c03e7

Rogue Trip

GameShark Codes

Enable Nightshade: **301b39a90001**

Infinite Specials P1: **301d824f0063**

Infinite Stingers P1: **301d82500063**

Infinite Blasters P1: **301d82510063**



GameShark CODES

Rogue Trip

GameShark Codes Continued

Infinite Stalkers P1: **301d82520063**
 Infinite Upgraded Stingers P1: **301d82590063**
 Infinite Upgraded Blasters P1: **301d825a0063**
 Infinite Upgraded Stalkers P1: **301d825b0063**
 Infinite Cash P1: **801d8784ffff**
 Infinite Specials P2: **301d8b070063**
 Infinite Stingers P2: **301d8b080063**
 Infinite Blasters P2: **301d8b090063**
 Infinite Stalkers P2: **301d8b0a0063**
 Infinite Upgraded Stingers P2: **301d8b110063**
 Infinite Upgraded Blasters P2: **301d8b120063**
 Infinite Upgraded Stalkers P2: **301d8b130063**
 Infinite Upgraded Scorchers P2: **301d8b140063**
 Infinite Cash P2: **801d903cffff**
 Enable Goliath: **301b39a80001**
 Enable Alien Saucer: **301b39ab0001**
 Enable Helicopter: **301b39ac0001**
 Infinite Armor P1: **801d80b4014a**
 Infinite Armor P2: **801d896c00b4**

Tales of Destiny

GameShark Codes

Infinite Gald: **801ce76cffff**
 Quick Level Gain: **801f21d4ffff**
 Sheeden Sword: **301ce7ca0001**
 Laser Blade: **301ce7cb0001**
 White Sword: **301ce7cc0001**
 Dragon Sword: **301ce7cd0001**
 Flare Sword: **301ce7ce0001**
 Excaliber: **301ce7cf0001**
 Vorpil Sword: **301ce7d00001**
 Igtenos Sword: **301ce7d10001**
 Winged Spear: **301ce7d30001**
 Composite Bow: **301ce7e00001**
 Crossbow: **301ce7e10001**
 Elven Bow: **301ce7e20001**
 Breastplate: **301ce7fa0001**

Tenchu

GameShark Codes

Shuriken: **3001040d0063** **3001042d0063**
 Caltraps: **3001040e0063** **3001042e0063**
 Health Potions: **3001040f0063** **3001042f0063**
 Ninja Armor: **300104100063** **3001043f0063**
 Resurrection Leaf: **300104160063** **300104360063**
 Super Shuriken: **3001041b0063** **3001043b0063**

Trap Gunner

GameShark Codes

Infinite Time: **801093d82000**
 Infinite Health P1: **8012583a03e8** **8012583c03e8**
 Infinite Gun Ammo P1: **8012587c0500**

Wild 9

GameShark Codes

Infinite Rig Power: **8007b6300374** **8007b6380001**
 Infinite Continues: **8007b35c0004**

and get to a point in the game where you can get some gunpod weapons. Then you must intentionally die and use up all of your lives. On the Continue Screen, let the counter go to zero. The "Game Over" Screen will appear. When the Title Screen appears, select "Game Start." After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weapons even if you die!

Final Doom

Many Cheats

Press **Start** to pause and enter these codes as shown:

All Powerful Mode: **Down, L2, Square, R1, Right, L1, Left, Circle**
 Lots of Goodies: **X, Triangle, L1, Up, Down, R2, Left, Left**
 Level Skip: **Right, Left, R2, R1, Triangle, L1, Circle, X** (Press X to go to the level.)
 Map All Lines: **Triangle, Triangle, L2, R2, L2, R2, R1, Square**
 Map All Objects: **Triangle, Triangle, L2, R2, L2, R2, R1, Circle**
 X-Ray Vision: **L1, R2, L2, R1, Right, Triangle, X, Right**

Final Fantasy VII

Unorthodox Party HP Cure

Start by putting your Battle Mode on active. Next, cast Regen on your party and one other spell. After your character casts Regen, open the PlayStation door. You must open the door before the next spell is cast. When the game attempts to load the next spell, the game will just hang there—but time will continue to elapse! Sit back and watch your hit points climb. When they reach normal shut the PlayStation door. The music will slow down for a second, then the game will catch up and everything should return to normal.

Frogger

Special Cheat Screen

These tricks will give you great cheats to help you along in the classic come back to life. All Zones Open - Pause the game during play and press **Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle**. Infinite Lives - Pause the game during play and press **Right, Square, Triangle, Square, Triangle, X**. Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

G Darius

Free Play

This method may take awhile, but it will gain you a way to get Free Play Mode! To do this, just play through the game multiple times and use up 100 credits in the process. After you do this, the next time you play, the text on the bottom of the screen will show that you have a Free Play! Now you can blow through the entire game without any worry of using up your continues!

Gex: Enter the Gecko

Debug Menu

Press **Start** to pause the game. Then hold **L2** or **R2** and press **Left, Circle, Up, Down, Right, Right, Left, Triangle, Up, Down**. You should hear a sound if you did the sequence correctly. Press **Start** to unpause and then press **Select** to bring up the Debug Menu! Move up and down the menu with the D-pad and access any of the cheat menus with **X**. You'll be treated to a Level Select Menu, Collectibles Menu, stats and more!

Gunship

Invulnerability

Get your mission orders and begin the game. At the Loading Screen (where you see the graphic of the helicopter), take the first controller and press and hold the **L1, L2, R1** and **R2** buttons simultaneously for the entire time that the screen is up. As soon as the Mission Screen appears, you will see in the upper left-hand corner, the word, "Cheat." This is how you will know that the trick worked. Now you can fly through the level

Duke Nukem: Time to Kill

Appearance and Cheat Codes

1 To change Duke and the enemy's appearance, pause the game and enter one of these codes:

2 **Big Head Duke** -- **R1, R1, R1, R1, R1, R1, R1, R1, Up**

Tiny Head Duke -- **R1, R1, R1, R1, R1, R1, R1, R1, Down**

Big Head Enemies -- **R1, R1, R1, R1, R1, R1, R1, R1, Left**

Note: If you have Big Head Duke and want it to be Tiny Head, then just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big.

Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.

Infinite Ammo - **L, R, L, R, Select, L, R, L, R, Select**

3 **All Weapons** - **L1, L2, Up, L1, L2, Down, R1, Right, R2, Left**

All Inventory - **R1 x 5, L2 x 5**

All Keys - **Up, Right, Up, Left, Down, Up, Right, Left, Right, Down**

4 **Invisible** - **L1, R1, L1, R1, L1, R1, L1, R1, L1, R1**

Double Damage - **L2, R2, L2, R2, L2, R2, L2, R2, L2, R2**

Temporary Invulnerability -- **R1, L2, L1, L2, R1, L1, R1, L2, L1, L2**

Super Weapons - **Right, Right, Left, Right, Right, Left, Right, Right, Left, Select**

Level Select

While playing, pause the game and press **Down** nine times and then press **Up**. It should say Level Select. Now quit the game, and on the Main Menu, you will see a new option that says "Time To Kill." Select it and press **Right** or **Left** to choose the level you want to go to. Press **X** to start playing.



without worry of being shot down. Be careful of the mountains, though.

Heart of Darkness

All Levels and Cinemas

With the game off, make sure you have a controller in port two. Now hold down all four **Shoulder** buttons. Turn the game on and when you get to the Main Menu Screen, access the Options Screen (while still holding the four buttons). From the Options, you'll go to the Treehouse. From there go to "Load Game" and you'll have access to all levels and cinemas!

Hot Shots Golf

All Characters and Courses

To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller two and hold the **L1 + L2 + R1 + R2** buttons simultaneously before the Title Screen appears. While holding these, go to the Title Screen, and immediately after the flash happens, press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left**.

You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now begin your game, and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen, you will see that all the courses are now available!

In The Hunt

Various Cheats

When the Title Screen appears, press **Start** to get to the menu (with **Start** and **Option**). Now, hold the directional pad **Up-Left** and hold the **Select** button at the same time. With these held, press the **Circle** button. A Stage Selection Menu will appear above the title on the screen. You may choose any level and begin, or a two-player battle with your submarines. Also, you may choose to see the different endings of the game.

Unlimited Continues

After you die, and the countdown has started, and you have no credits left (continue 0), hold the **Triangle** and **Select** buttons and press **Start** for five continues each time you do this!

The Fifth Element

Cheat Menu

On the Main Menu Screen, press **L1, L2, R2, R1, Select**. You will hear a sound.

1 Then choose "New Game" and the Cheat Menu will be displayed.

2 Now you can choose from plenty of options such as your beginning level, shields, all weapons, objects and more!



Speed Up and Slow Down

While you're playing the game, press **Start** to pause. To speed up the game slightly, unpause the game while pressing **Triangle+R2**. To slow down the game slightly, pause and then unpause while pressing **Triangle+L2**. You might have to do this a few times to get the full effect.

Legacy of Kain

Game Codes

Blood Refill

While playing, press **Up, Right, Square, Circle, Up, Down, Right, Left** to refill your blood.

Full Magic

To fill your magic meter, press **Right, Right, Square, Circle, Up, Down, Right, Left** while playing.

View all Videos

To view all the video clips, press **Left, Right, Square, Circle, Up, Down, Right, Left** while playing, then press **Select** and view the Dark Diary.

Madden NFL 99

Cheat Codes

At the Main Menu Screen, move down, highlight and access the "Code Entry" Option. On the Code Entry Screen, press **X** on New Code Option.

Enter any of the codes for the results shown:

New Teams

BESTNFC - All Stars NFC

AFCBEST - All Stars AFC

BOOM - Madden '98 Team

IMTHEMAN - Stats leaders

PEACELOVE - All '60s team

BELLBOTTOMS - All '70s team

HEREANDNOW - All '90s team

TURKEYLEG - Madden

All-Time Greats

THROWBACK - 75th anniversary team

GEARGUYS - NFL equipment team

WELCOMEBACK - '99 Cleveland Browns

INTHEGAME - EA Sports Team

Secret Stadiums

EA STADIUM - EA Sports

DOGPOUND99 - Cleveland

THEHOGS - RFK Stadium Washington, D.C.

NOTAFISH - Old Miami

SOMBRERO - Old Tampa

FOR RENT - Astrodome

OURHOUSE - Tiburon

STICKEM - Original Oakland

Marvel Super Heroes

Play as the Bosses

You must first beat the game and save it in the Back Up Menu. Now play Arcade Mode with the Shortcut Options off, so you can see the players' pictures. Now go to the Player Select Screen and do the tricks as shown to access the secret Bosses (The default config for the buttons are used):

Dr. Doom: Press **Down**, then hold **Down** and press and hold **X**. With **X** held, press and hold **Circle**. With **X** and **Circle** held, press and hold **R1**. Do this in succession with **Down** held at the same time. You must do this code quickly. The picture will now change to Dr. Doom!

Thanos: Press **Up**, then hold **Up** and press and hold **L1**. With **L1** held, press and hold **Triangle**. With **L1** and **Triangle** held, press **Square**. Do this in succession with **Up** held at the same time. You must do this code quickly. The picture will now change to Thanos.

Mass Destruction

Open Every Level

Access all the missions with this password.

Enter it at the Password Screen:

TTTTTTTTTTTGP.

Metal Gear Solid

Snake's Tuxedo

To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Mortal Kombat 4

Hidden Cheat Menu

From the Main Menu, choose Arcade and 1-on-1 Kombat. Begin a game with two players. Have both player one and two choose any character. At the Versus Screen, enter this Kombat Code: **302-213**. After you begin your match, press **Start** to pause and choose "Quit." Back at the Main Menu, go into the Options Screen. Now highlight the "Vs. Screen Enabled" Option and hold **Block+Run** simultaneously for about 10 seconds or more. Eventually, you will hear a voice and the "Cheats" Menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her" in the game, and then press **Down+High Punch** at the same time. Your character will then do the fatality that was turned on in the Cheats Menu.

N2O

Many Cheat Codes

At the Main Menu, scroll through the choices until you see "Game Options." Access this option and inside this Options Menu, scroll until you see "enter code." Now access this option and enter the following cheats for the results shown:

• Firewall Cheat: **X, X, Square, X, X, X, Triangle, Triangle**

• Weapons Cheat: **Square, X, Circle, Square, X, Square, Circle, Square**

• Infinite Lives: **Circle, X, X, Triangle, Square, Triangle, Square, Circle**

• Access any Level: **Square, Triangle, Circle, Triangle, X, Triangle, Square, X**

• Bonus Ship: **X, X, X, Square, Triangle, Circle, X, Triangle**

• Bonus Level Access: **Square, Square, Square, Triangle, Circle, Triangle, Square, Square**

• Water Effect On: **Circle, X, Square, Triangle, Triangle, Circle, Triangle, Circle**

• No Bonus Reset After Death: **Square, Triangle, X, Triangle, Circle, Square, Triangle, X**

• Disable Cheats: **Square, Square, X, Circle, Circle, Circle, Circle, Triangle**

Level Passwords

At the Main Menu, scroll through the choices until you see "Game Options." Access this option and inside this menu, scroll until you see "enter code." Now access this option and enter any of the following level passwords:

Level 2: **Circle, X, X, X, Square, Circle, Square, X**

Level 3: **Circle, X, Circle, Circle, Square, Triangle, X, Triangle**

Level 4: **Circle, Circle, Triangle, Circle, Triangle, Circle, Square, Square**

Level 5: **Square, Triangle, Square, Triangle, Square, Triangle, Triangle, Circle**

Level 6: **Square, Square, Circle, Square, Triangle, X, Triangle, X**

Level 7: **X, Triangle, Circle, Square, X, Triangle, Circle, Triangle**

Level 8: **Square, Circle, Circle, Triangle, Triangle, Square, Triangle, Square**

Level 9: **Square, Circle, X, Triangle, Square, Square, X, Circle**

Level 10: **X, Triangle, Square, Circle, Triangle, X, X, X**

Level 11: **Circle, Square, Triangle, Square, Circle, Triangle, Square, Triangle**

Level 12: **Circle, X, X, X, Triangle, X, X, Square**

Level 13: **Square, Triangle, Triangle, Circle, Circle, X, Circle, Circle**

Level 14: **Square, Square, Triangle, Circle, Circle, Triangle, Circle, X**

Editor's Top Tricks



Jim Mazurek says:
"Nuthin' wrong with using codes!"

While I do prefer to play my games with little or no help the

first time through, I definitely feel that cheats and codes are a necessary part of my gaming diet. Below is the ever popular GoldenEye character code, and the Final Fantasy Tactics Cloud trick.

GoldenEye 007 (N64)

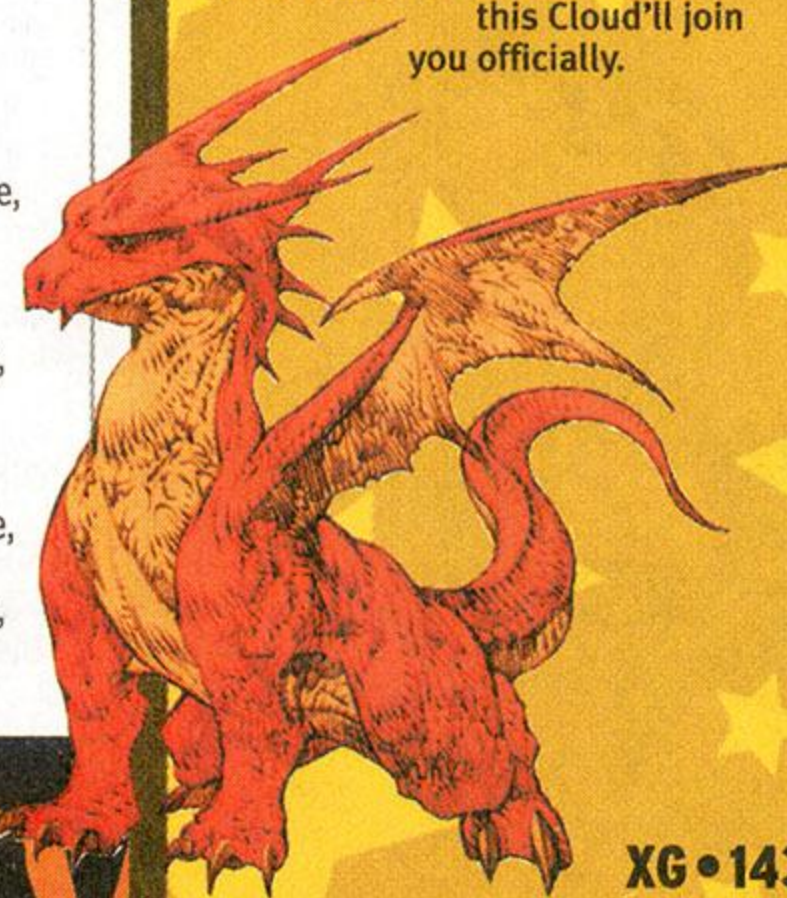
31 Extra Characters

To play as the 31 extra characters in the Multiplayer Mode, go to the Multiplayer Options Screen, go to the Characters Option and move to your last available character, which will be Mishkin or Moonraker Elite. Now hold **L+R** buttons and press **Left-C**, let go and hold **L** button and press **Up-C**, let go and hold **L+R** buttons and press **Left-C**, let go and hold **L** button and press **Up-C**, let go and hold **L+R** buttons and press **Left-C**, let go and hold **L** button. After this, you will see that you can select from a number of new characters (31 to be exact!). When you turn off the game, the code will be gone. You'll need to enter it every time.

Final Fantasy Tactics (PS)

Get Cloud in Your Party

In Chapter 4, go to the Machinery City, and you will find an ancient robot. You can't activate the robot, but remember it. Go to the Royal Capital and enter the bar. Get information; you should learn about the Saint Dragon, and a hunter'll join your party. Recruit him and go to the Mining City. Once there, help the Saint Dragon. Get the Aquarius Zodiac Stone. Go back to Machinery City and use the stone on the robot. Once it becomes functional, leave. On your way out, you should find another machine. Don't do anything with it yet. Leave the city and head for Nerubes Temple. After fighting Worker No. 7, the Saint Dragon'll transform into a girl and you'll get the Cancer Zodiac Stone. Go to Machinery City. Use the Cancer Zodiac Stone to activate the ancient machine. It'll bring Cloud from the future; he'll join you. Find Aeris in one of the towns nearby and buy flowers from her. She'll be attacked and Cloud'll rush to the rescue. After this Cloud'll join you officially.



NHL 99

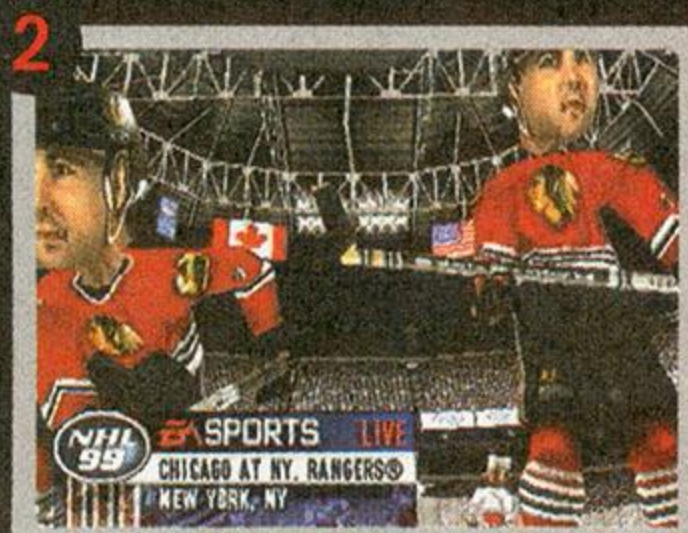
Cheat Codes

1 Enter these codes at the Password Screen.

2 **BIGBIG** - All the players are big

BRAINY - All players have big heads

EAEAO - Activates the EA Blades Team



Editor's Top Tricks



Andrew Baran:
The trick's up
my sleeve.

My favorite tricks are the ones that break the norm. Everyone's seen level skips and infinite life cheats. What I like to see are the little secrets that add extra gameplay or are just plain weird.

Metal Gear (NES) Time Extend

After you have defeated the final Boss of Metal Gear, you'll probably be running out of time. To make matters worse, you'll have to take a long elevator ride out of the complex. To extend your time use the cigarettes. This will reset the clock. Who knows why it does this?!

NBA Jam (Arcade) Hidden Tank Game

Stuck in an arcade without any cash? On the old NBA Jam machines you could play an old tank game for free! Press down on both joysticks, and hold down all of the buttons at the same time. After about a minute, you'll get to play a first-person tank game.

Dracula X (Import) Hidden SD Game

If you bought the Super CD-ROM import version of Dracula X, you could play a wacky super-deformed version of the game. Instead of using a Super CD card, use the basic CD card instead.

Castlevania: SoT (PS) Richter Code

To play Castlevania: Symphony of the Night in the traditional gameplay style, beat the game and create a new game file. Name the character "Richter" and you'll be able to place as this cool Belmont.

Mario Paint (Super NES) Title Screen Fun

Don't ask me why I like this trick, but I do. On the Mario Paint Title Screen, use the mouse to click on all the objects in the background. There's some pretty bizarre stuff you can do. Mario will run by quickly, but catching him does some nifty stuff too. It's cool little things like this that often gives Nintendo the edge in fun.

Level 15: Circle, Triangle, X, Square, Circle, Triangle, Triangle, Triangle
Level 16: Circle, Square, Triangle, X, Circle, Circle, Circle, Square
Level 17: X, Circle, Triangle, X, Square, Square, Square, Circle
Level 18: Circle, Triangle, Circle, Circle, Triangle, Square, Square, X
Level 19: Square, X, Circle, Square, Circle, X, X, Triangle
Level 20: Circle, Square, Triangle, Square, Square, Square, Square, Square
Level 21: Circle, Circle, Circle, Circle, Triangle, X, Triangle, Circle
Level 22: Circle, X, Circle, Triangle, X, Circle, Triangle, X
Level 23: Square, Square, Triangle, Circle, Triangle, X, Circle, Triangle
Level 24: Circle, Circle, Square, Triangle, Square, Triangle, Triangle, Square
Level 25: Circle, X, Triangle, X, Square, Triangle, X, Circle
Level 26: Square, Circle, Circle, Circle, X, Circle, X, X
Level 27: Square, Square, Triangle, Circle, X, X, Square, Triangle
Level 28: X, X, Circle, Triangle, Square, Circle, X, Square
Level 29: Square, Square, Circle, Circle, Circle, Circle, Circle, Circle
Level 30: Square, Circle, X, Triangle, Triangle, X, Circle, X

Namco Museum Vol. 2 Hidden Game

Within this set of Namco games is a code for Dragon Buster that will fill your lifebar. Just do this simple code to get it to work. Choose Dragon Buster from the Games Menu. At the Dragon Buster Title Screen, press the **Select** button about 10 times or more, then press **Start** to begin the game. When your vitality in the game gets to 32 or below, press **L1** and **R1** simultaneously. Your vitality will rise to 128 and this will use one credit.

Grobda Stage Select

This code is for the game GROBDA within the Namco Museum Vol. 2 CD. This trick will allow you to select your starting stage. When the GROBDA Title Screen appears, press and hold **L1, L2, R1** and **R2**. With these held, press **Start**. In the middle of the screen, you will see a Battle Selection Screen. Use the pad to change the number then press a button to start at that stage!

Nanotek Warrior Various Game Cheats

Press **Start** to pause during the game and enter any of the codes:
Stop your Ship: **Triangle, Left, Triangle, Right, Triangle, Up, Triangle, Start**. Stop your ship at any time by pressing **Triangle**.

Enable your Memory Card: **Left, Right, Left, Left, R2, Circle, L1, X**. This allows you to save a game onto the memory card. A memory card must be inserted prior to booting up for this to work. Once the code is entered, you can save by quitting out. Then you will be put into the modified Password Screen from where you may save.
Access Full-Shield: **Select, Circle, Right, Up, Up, L1, L1, X**. This allows you to gain full shield capacity.

To access Warp Sim: **Circle, Square, Circle, Square, Triangle, Triangle, Triangle, X**. This allows you to simulate the speed burst of the warp zones.

Lock-On Lightning Bolt

When you finish the game on the hard difficulty setting, you get a lock-on lightning bolt special weapon. With this password, you can get it without beating the game. Just highlight and enter the Password Option from the Main Menu Screen and enter: **X, Square, Triangle, Circle, Square, Circle, X, Triangle, X**. You'll be taken to Level 1 with your ship souped-up with spread lasers and the new Lightning Bolt weapon which can be used with the **Circle** button.

NASCAR 98 Various New Cars

These tricks affect the type of car you

have or add a new effect to it:

EA Sports Car: This trick can only be done in Exhibition Mode. Go to the Race Setup/Car Select Screen and highlight the Kenny Wallace car. Hold **X** and press **Up** then **Down**.

Faster Car: Go into the Car Setup Screen. From there put the pressure all the way up, the wedge all the way down, the rear spoiler all the way down and the gear ratios all the way up.

Pinnacle Car: This trick only works in Exhibition Mode as well. Go to the Race Setup/Car Select Screen and highlight Bobby Labontes' car. Hold **X** and press **Up** then **Down**.

NASCAR 99

Play as Announcer's Car

From the Main Menu Screen, choose the Single Race Option. On the Race Setup Screen, choose the Select Track Option. Now select the Richmond track. Move up and highlight Select Car and enter this code within four seconds: **R2, R2, L1, L1, L2, L2, R1, R1, R2, L1**. You will hear a sound and the Benny Parsons car will appear!

NBA Shoot Out All-Stars Code

At the Exhibition Screen, enter **R1, L1, R1, L1, R2, L2, R2, L2** to get the '94/'95 All-Stars or enter **R1, R1, R2, R2, L1, L2, L1, L2** to get the '95/'96 All-Stars. The All-Stars Menu will appear as the bottom option on the screen.

Remove Stats

Just press and hold buttons: **L1, L2, R1, R2** during a quarter break or at halftime, and the stats will be removed to view the videos in the background a little easier.

NCAA Football '98 Cool Codes

At the User Records Screen, enter one of these names to release a cheat.

ELECTRICH: Electric Football

SEE FMV: Enables the FMV Menu

WHOLE POLL: 112 Teams in Poll

GB SPEED: Fast Players

COOLSITE: Show All Stadiums

EASPORTS: EA Sports Team

TIBURON: Tiburon Team

SHORT QUART: 15-second quarters

Need For Speed III Open Cars, Tracks, Etc.

From the Game Setup Menu, highlight and access the Options. Move down to User Name and enter the following passwords:
SPOILT: This gives you all the regular cars and tracks.

1JAGX: Open the Jaguar XJR-15 Bonus Car
AMGMRC: Get the Mercedes-Benz CLK GTR

NFL Blitz Blitz Cheats

These codes worked on the arcade, and now they also work for the PlayStation arcade version! Enter the following codes during the Vs. Screen. Some codes may not work in one-player games and some two-player codes may require both players to do the code.

For No CPU Assist press **Jump (1X), Pass (2X)** and pad **Down**. (Two-player Mode only)
To Show More Field press: **Jump (2X), Pass (1X)** and pad **Right**

For Fog On press: **Jump (3X)** and pad **Down**.

For Fast Turbo Running press: **Jump (3X), Pass (2X)** and pad **Left**

For Huge Head press: **Jump (4X)** and pad **Up**

For Thick Fog press: **Jump (4X), Pass (1X)** and pad **Down**

For Super Blitzing press: **Jump (4X), Pass (5X)** and pad **Up**

For Big Ball press: **Jump (5X)** and pad **Right**

To Hide Receiver Name press: **Turbo (1X), Pass (2X)** and pad **Right**

For Tournament Mode press: **Turbo (1X), Jump (1X), Pass (1X)** and pad **Down**

For Random Play Choice press: **Turbo (1X), Jump (1X), Pass (5X)** and pad **Left**

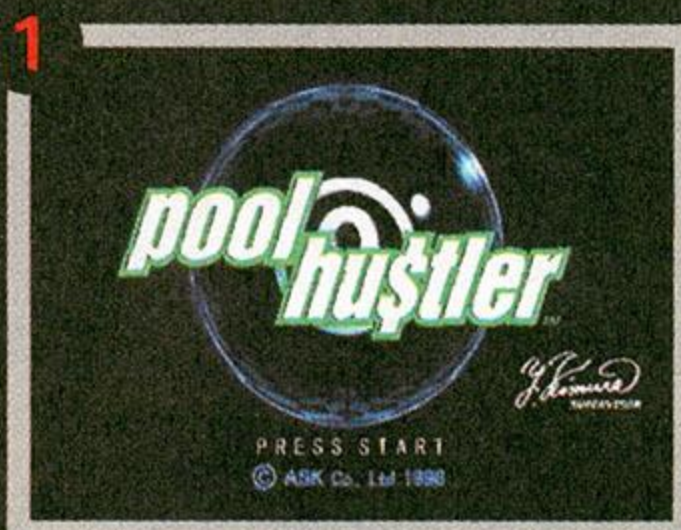
Pool Hustler

Hidden Bowliard Mode

This trick will reveal the hidden "Bowliard" Mode.

① At the Title Screen, press **Up, Up, Down, Triangle, Triangle, X, X, Left, Right, Square, Circle**.

② Now go to the Main Menu Screen and you will see a new option in the middle called Bowliard, which combines the game of bowling and billiards.



For Super Field Goals press: **Turbo (1X), Jump (2X), Pass (3X)** and pad **Left**
For Big Players press: **Turbo (1X), Jump (4X), Pass (1X)** and pad **Right**

Cheat Codes

On the Team Vs. Screen, enter any of these codes with the **Turbo, Jump** and **Pass** buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

3-2-1-Left	No Head
1-2-3-Right	Headless Team
0-1-0-Up	Late Hits
2-0-0-Right	Big Head
5-0-0-Left	No Stadium
1-5-1-Up	No Punting
4-3-3-Up	Invisible
2-1-2-Left	Clear Weather
5-2-5-Down	Weather: Snow
0-0-1-Down	Show FG%
3-1-4-Down	Smart CPU
4-2-3-Down	No Random Fumbles
2-0-3-Right	Big Heads (team)
2-1-0-Up	No First Downs
3-1-0-Right	Small Players
2-5-0-Left	Fast Passes
2-1-1-Left	Allows Out Of Bounds
5-1-4-Up	Infinite Turbo
2-3-3-Up	Power-up Teammates
3-1-2-Left	Power-up Blockers
4-2-1-Up	Power-up Defense
4-0-4-Left	Power-up Speed (2P)
2-2-2-Right	Night Game
5-5-5-Right	Weather: Rain
5-5-5-Up	Hyper Blitz
3-4-4-Up	No Interceptions

Hidden Players

When asked to Enter a Name for Record Keeping, choose "Yes." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

Turmel 0322 Mark Turmell

Sal	0201	Sal Divita
Jason	3141	Jason Skiles
Jenifr	3333	Jennifer Hedrick
Daniel	0604	Dan Thompson
Japple	6660	Jeff Johnson
Shinok	8337	Shinnok from Mortal K.
Raiden	3691	Raiden from Mortal K.
Mike	3333	Mike Lynch
Gentil	1111	Jim Gentile
Brain	1111	Brain
Forden	1111	Dan Forden
Skull	1111	Skull
Carltn	1111	Headless Guy
Root	6000	John Root
Luis	3333	Luis Mangubat

Other Secret Players

Enter these codes the same way as the ones above.

Thug	1111	Van	1234
Billz	0526	Zz	1221
Jimk	5651	Marka	1112
Ed	3246	Todd	1122
Mitch	4393	John	5158
Josh	4288	Ryan	029
Beth	7761	Brian	0818
Grinch	2220	Paulo	0517
Lt	7777	Nico	4440
Gatson	1111	Guido	6765
Rog	8148	Monty	1836
Shun	0530	Gene	0310
Paula	0425	Dbn	6969

NFL GameDay 99**Easter Eggs**

From the Main Menu Screen, highlight and access the Options. On the Options Menu, highlight and access the Easter Eggs Option. Now choose to add and put in any of the codes as shown:

CREDITS - Shows game's credits
EVEN TEAMS - Teams are evenly matched.
BIG BALLS - Huge football
HAMSTRUNG - Blow a hamstring after using speed burst.
WEAK - Bad coverage

BLINDERS - No penalties
BIG HITS - Harder tackles
STEEL LEG - Kick longer field goals
STICKEM - Tighter coverage
ITS IN THE FPS - Frame rate changes
PRIME TIME - More celebrations
TELE TUMMY - Have TV on players' chests
DAVIS - Better running
ROCKET MAN - Longer dives
BOBO - Players' last names are all Bobo.
PRESIDENTS - Players' last names are all ex-presidents.
EURO LEAGUE - Players' last names are all European.
SPORTS - Players' last names are all 989 Sports personnel.
RED ZONE - Players' last names are all Red Zone personnel.
HOOPS - Players' last names are all basketball players.
FLEA CIRCUS - Tiny players
GRUDGE MATCH - Different-colored field and no goal posts
PLAYING CARDS - Flat two-dimensional players like cards
FLAT LAND - Flat players
BUNYON - Short, stocky players
POP WARNER - Skinny, kidlike players
SLIDESHOW - After the game, see all the cheerleaders.
HOT SHOT - Faster passes
GD CHALLENGE - Harder CPU
CPU SCORES - Better CPU offense
CPU STUFFS - Better CPU defense
MIND READER - CPU knows what formations to use on your play.
COFFEE BREAK - Faster game speed
SWIMMERS - Better swim move
PUPPETS - Players have strings attached to them.
STAMINA - No fatigue

**NFL Xtreme
Player Alterations**

From the Main Menu Screen, choose the

Rosters Option. In the Rosters Screen, choose "CreateFreeAgent." On the CreateFreeAgent Menu, enter the following first and last names for the results as shown:

BIGHEAD BOBBY - All players have huge heads.
GEORGE GIRAFFE - The quarterback has a neck like a giraffe.
LAMEBOY LENNY - All players walk around like they are lame.
MONKEY MICKY - All players have huge arms.
TINY TOM - All players are tiny.
 You don't have to sign them on a team. Just leave them in the free-agent pool. Remember, you can change their stats so they don't have 40 of everything. Also, you can mix and match codes together for different results!

**NHL Powerplay
Two Hidden Teams**

This trick will give you two hidden teams normally not available in the game. On the Main Menu Screen, choose the "Start Game" Option. On the next screen, choose "Exhibition" and then hold the **X**, **Triangle**, **Square** and **Circle** buttons until the next screen loads in. Once the Team Select Screen appears, let go of the buttons and scroll through the teams on the first or second controller, and you'll find that you can choose two new teams; the Virgin Blasters and the Rad Army. Both of these teams have a high rating, so you will be sure to do well with either one of them.

**Ogre Battle
Hidden Stage**

When asked by Warren to enter your name, put in **FIRESEAL** on the Password Screen. Go through the questions, and after a little loading, the Map Screen will appear. Move your cursor to the crossed swords and you will see that it is Dragon's Heaven. This is a new stage not normally found in the game.

Music Test

Enter your name as **MUSIC/ON**. The game will load and the Music Mode Screen will appear.

Pitfall 3D**Awesome Password Cheats**

At the Title Screen, access the "Password" Option from the Main Menu. From the Password Screen, enter any of the following:

GIVEMELIFE: Adds 10 lives to the next game launched.
PLAYMOVIES: Plays all movies.
PITFALLCOMIC: Plays all of the original comic-style cutscenes.
STEVECRANEME: Gives the player 99 lives.
2DHARRY: Causes Harry to be displayed in 2D.
ZEROGHARRY: Causes Harry to float and twist in the game.
BIGHEADHARRY: Makes Harry's head really big.
STOPTALKING: Turns off in-game quips.
CREDITS: Password to gain access to the Credits sequence.
Special Credits Screen
 Holding **R1** at the end of the last credit ("Thanks to Families" Screen) brings you to a Self-congratulatory Credit Screen.

Pocket Fighter**Play as Akuma and Dan**

These characters are very simple to get, but just in case you haven't found them yet, go to the Player Select Screen and move **Left** of Ryu to find Akuma and move **Right** of Ken to find Dan.

Resident Evil 2**Secret Characters and Costumes**

In addition to the thrills and chills normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.

Secret 1: Hunk: To get Hunk, beat a complete game (Claire and Leon) on the standard difficulty with an "A" rating. When the rating comes up on screen, you'll be able to save the scenario with Hunk as the

**Editor's
Top Tricks**

Scott Augustyn:
 "What makes a good game?"

Put simply, a good RPG or strategy game. In my opinion they

offer the play time and gameplay that I would demand out of a game costing in upward of \$60.

**C&C: Red Alert
Mission Passwords**

For levels within the NOD mission disk enter:

Level 2: **C99FAXKW8**
 Level 3: **RZNLQZ3NL**
 Level 4: **W1954XWLF**
 Level 5: **W15DASRS8**
 Level 6: **8PH1MR53W**
 Level 7: **GTJKWOJDK**
 Level 8: **YKK424K3D**
 Level 9: **874LCPUT4**
 Level 10: **A85HPAHXW**
 Level 11: **OX3UKOP94**
 Level 12: **QGDUMSK2J**
 Level 13: **SZPogVDSB**

**C&C: Retaliation
Multiple Cheat Codes**

In the middle of the game, press the **Triangle** button to bring up the sidebar. Now, move the cursor over the appropriate symbols (**X**, **Circle**, **Triangle**, **Square**) and key in each sequence with the **Circle** button to obtain the results as shown:

Win Mission:

Circle, Circle, Triangle, X, X, Square. Lets you automatically win the current level.

Unshroud:

Triangle, Triangle, X, Circle, Triangle, Square. Turns off the shroud so you can see everything in the level.

Mo' Money:

X, X, Square, Circle, Circle, Circle. Increases your money by \$1,000 each time you enter the code.

Parabomb:

X, X, X, Circle, Triangle, Square. Gives you the Parabomb weapon.

Nuke:

Circle, X, Circle, Circle, X, Square. Gives you the Nuke weapon.

Chrono:

Square, Circle, Triangle, X, Circle, Circle. Gives you the Chrono weapon in your inventory.

Iron Curtain:

Square, X, Circle, X, Triangle, Triangle. Gives you the Iron Curtain weapon in your inventory.

Civ. Names:

Square, Square, Circle, Circle, Triangle, Triangle. Replaces the generic "civilian" names with real names.

Soylent Green:

Square, X, Square, X, Square, X. Makes you harvest people instead of ore. Plug your ears from the screams!

S.C.A.R.S.**Cups, Cars and Modes**

On the Title Screen, press **Start**. On the Player Select Screen, choose your number of players.

- On the Game Select Screen, highlight and choose the Options. On the Options Screen, choose Settings.
- Now move down and highlight the "Password" Option and enter one of these codes:
- GLASSX** - Activates the Crystal Cup.
ZDPEAK - Activates the Zenith Cup.
DESERT - Activates the Scorpion Car.
4 RUNNER - Activates the Cheetah Car.
- ALLVID** - Activates the Codes.



Editor's Top Tricks



Howard Grossman: The codes I use most often are Boss codes on fighters. Thus, my favorite tricks are ones that add more playability to your games. Below are a few of my lesser-known favorites, as well as a very unique type of Gex cheat.

Gex: Enter The Gecko (PS)

Hidden Web site

On WWW.Dotcom.Com level there is a hidden question mark box in the corner of one of the rooms. You'll have to ride one of the moving platforms and perform a Tail Bounce to get to the computer chip on the wall to climb to the box. Tail Whip this icon and it will give you a Web site: www.crystald.com/secretgex.html. Here you'll find tons of codes and a few extra goodies as well.

Buster Brothers Collection (PS)

Expert Mode

On Select Game Screen move to Normal game. Using controller one and two press and hold the X button on both controllers. Instead of the normal game you will get an Expert Mode with new levels and backgrounds.

Bust-A-Move 2 (PS)

Another World

Press Start to get to the menu (Game Start, Time Attack, Options). Now press R1, Up, L2, Down. A character will appear in the right-hand corner of the screen. Highlight Game Start and choose it. In the Game Select Option under Puzzle Game will be "Another World." Choose this to play a new set of levels like the originals.

Banjo-Kazooie (N64)

Hidden Puzzles

First you must beat the game. Go inside Banjo's house and walk up to the picture of the mole (Bottles). While standing in front of the fireplace press Up-C and look at the picture of Bottles. If done correctly he will congratulate you on finding his hidden puzzles and you get to play a minijigsaw game that will reward you with a code. Repeat this seven times to get them all.

character for a hidden game!

Secret 2: Tofu: This is a bit tougher. Now, beat three complete games, making sure that you get Hunk on your first or second try.

Secret 3: Alternate Costumes: You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates of that place, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. That key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand-new costumes for Claire and Leon, which will give you a slight advantage in terms of finishing the game.

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada

To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Return Fire

Player Handicap

Go to the Vehicle Selection Screen. Press and hold all four buttons (L1 + L2 + R1 + R2). A vehicle will explode in the row that is highlighted. Highlight another row, do the trick and one of those will be destroyed. This can handicap your game, making the levels more difficult to complete.

Rogue Trip

Cheat Codes

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown:

Enable Cheats

Press L1 + R1 + R2 + Select at same time when you first start the level.

Invulnerable

Press L1 + R1 at same time, then press Up, Down, Left, Right.

Hornet's Nest

While stingers are selected, press Triangle + L2 + L1 + R1 + Left. Hold these buttons until you see the text confirmation that it worked.

Blow up the Earth

Lay an upgraded lob bomb in the back corner within 100 ft of UFO wreck. Transport up to moon, then detonate the bomb. Debris from the Earth will pummel the moon. Eventually you'll be in weightlessness. It ruins the game, but it's fun!

Shellshock

Invincibility and Debug

Begin playing a game then quit out of it by pressing Start and Select. Then at the Main Title Screen enter: Up, Up, Up, Down, Down, Down, Right, Right, Triangle. A piano chime will sound if done correctly. Then begin a game and watch your energy bar go down then up!

For the Debug, go to the Main Title Screen and quickly enter the code: Up, Down, Left, Right, Down, Down, Right, Right then Square. You should hear a piano chime, if entered correctly. You will then be taken to the hidden Debug Menu Screen where you can choose from these options: Level Select, CD Test, FMVs, Credits and a Sound Test! Plus, you should start each level fully loaded with all the weapons.

Skullmonkeys

Max Out Lives, Free Halo

To get the maximum 99 lives in the game, enter this code while the game is paused: L1, Triangle, Down, Left, Circle, Select, Square, Right. To get a free Halo, which will protect you from one hit, pause the game and enter the following: R2, Circle, Circle,

Down, Left, Circle, Right, Down.

Soul Blade

Play as the Boss and Alternate Outfits

To play as the Boss, Soul Edge, you must beat the entire game on the default (normal) setting with every character. Now, go back into Arcade Mode and you will find the icon for Soul Edge in the middle of the other ones. Also, if you get all of Siegfried's weapons in Edge Master Mode, they will have new alternate outfits. Just choose the alternate outfit as normal to access the new one.

Soviet Strike

Ammo, Fuel, Attempts, Etc.

These codes will give you some incredible cheats. Go to the Load/Save Option and choose Enter. When the password box appears, put in:

IAMWOMAN: This code replenishes armor to 1,500 after reaching zero.

MOUNTANDEW: This replenishes fuel back to 100 after it hits zero.

NOSFERATU: Start the game with seven attempts instead of three.

THEBIGBOYS: This code gives you infinite ammo, fuel, attempts and double the damage.

GHANDI: All enemies and civilians follow your chopper around.

ANGRYLOCAL: The locals are invincible and try to kill you!

SADISSA: Start with four attempts.

EARTHFIRST: Infinite fuel

QUAKER: Peaceful world

MIDNIGHOIL: Infinite Ammo, Fuel and Invincible Chopper

FUGAZI: Infinite Ammo, Fuel and Attempts

Speed Racer

Course Select

At the Course Select Screen, do these codes:

Night-Only Race: Hold R1 + R2 and press X.

Day-Only Race: Hold L1 + L2 and press X.

Dusk-Only Race: Hold R1 + R2 + L1 + L2

and press X.

Two Extra Views

During a race, press Start to pause.

Press Right five times, then Left five times.

Unpause the game and use the zoom buttons to get additional views.

Smash the Start Sign

Activate the Rotary Saws on either the Mach 5 or the Demon. Then use the Auto Jacks to attack the sign.

Spice World

Game Cheats

New Title Screen:

After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Triangle, Triangle, Circle. You will hear a cheer. Let go of the buttons and press

L1 + R1 + L2 + R2 + Start + Select at the same time. This will reset the machine and then show the Spice Girls covered up only by the backs of chairs!

Big Spice Girls:

After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Square, Circle, Square.

New Moves:

After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Square, Triangle, Circle, Triangle. Now there will be new moves at the studio.

Steel Harbinger

Game Cheats

Just enter the codes after pausing within your game. You should hear a sound and see the results, if the code was entered correctly.

To access Full Health press: L2, L2, R2, R2, Up, L1, Up and R1.

To access Full Ammo press: Left, Left, L1, R2, Square, R1, Right and Right.

To access All Weapons press: X, Triangle, R2, Triangle, X, L2, R2, Down, L2,

Square and Right.

Note: Be cautious of how many times you enter each code. There is a limit.

Suikoden

Money Trick

To build up your money, just be sure you have 10,000 bits on you and go to the town of Rockland. You will meet a lady that plays the cup game. She will ask you how much you wish to bet—100, 1,000 or 10,000. Bet your 10,000 bits and choose the cup on the right. You should win the game and gain the money. Then quit and go back to the lady and play the cup game again. Bet another 10,000 bits and choose the cup on the right. Keep doing this

Test Drive 5

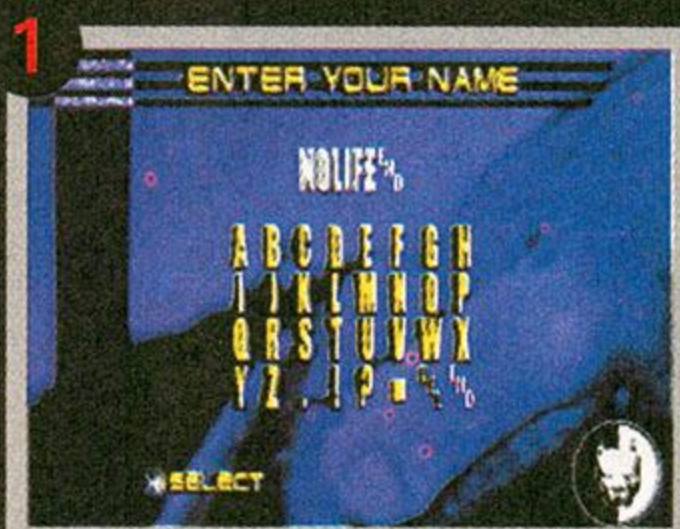
Bonus Cars and Cop Chase Mode

From the Main Menu, choose Quick Race or under the Full Race Option, choose the Drag Race and get a good time that will get you a high score. Once you finish the race, exit the game and choose "Quit."

1 On the High Score Screen, enter your name as **NOLIFE**.

2 This will get you three bonus cars: Chris' Beast, Pitbull Special and Behold the Mighty Maul! To enable the Cop Chase, get a good time and on the High Score Screen, enter the name, **VRSIX**. Now go back to the Main Menu and choose Full Race. On the Select Race Type Screen, choose the Cop Chase Option. Now you can choose from four different types of police cars.

3 In this mode, your object is to arrest as many lawbreakers as possible, while gaining points along the way. Use the R2 button to use your siren and disable your enemies by running into them.

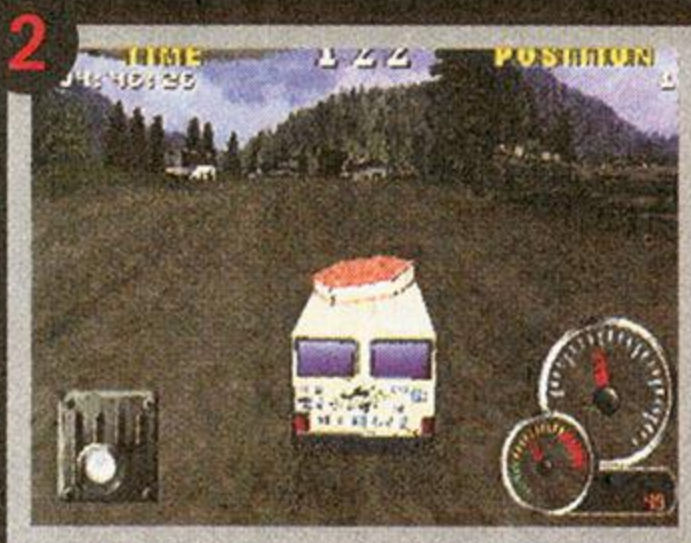
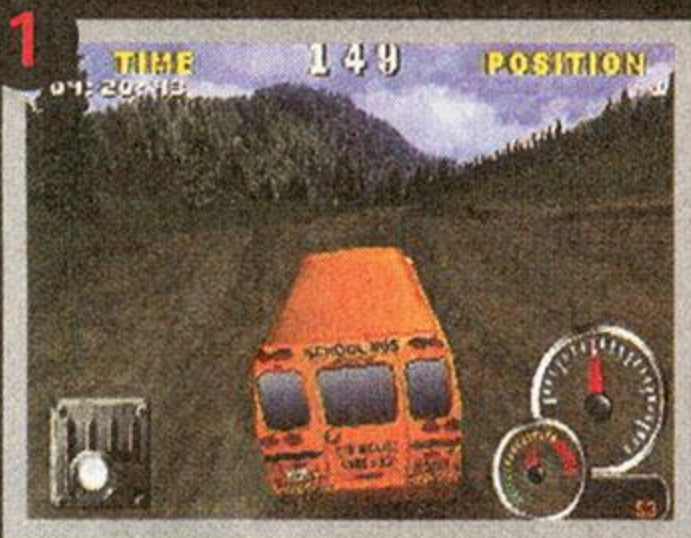


Test Drive: Off-Road 2

Hidden Vehicles

At the Transmission Selection Screen (both for Single Race and World Tour), hold **Select** and enter the following button sequences:

- 1 Drive as a school bus: **L1, Up, L2, Down, Down, L2, L2, R2.**
- 2 Drive as an ice cream truck: **R2, L2, L2, Down, Down, L2, L2, R1.**



until you receive all the money you want.

Tempest X3

Access More Games

This method will give you access to Tempest 2000 and the Tempest Plus games. Get a first-place high score and just enter the initials **HVS** as your name. At the next Entry Screen, put in the code **YIFF!** Now look at the Main Menu. You'll have the new game modes at your disposal! Make sure if you have a memory card that you save this into it. Then you will always have these new options.

Tenchu

Incredible Cheats

LEGEND: **L** = D-pad left, **R** = D-pad right, **U** = D-pad up, **D** = D-pad down, **S** = Square button, **C** = Circle button, **T** = Triangle button, **X** = X button

Increase Item Capacity to 99:

On the Items Screen - **L, L, D, D, S, S, T, S** while holding the **L1** button

Unlock All Hidden Items:

On the Items Screen - **L, L, D, D, S, S, T, C** while holding the **R1** button

Increase Item Inventory:

On the Items Screen - **L, L, D, D, S, S, T, X** while holding the **L2** button

Restore Health:

On the Pause Screen - **L, L, D, D, S, S, T, S**

Unlock All Levels:

On the Mission Select Screen - **L, L, D, D, S, S, T, S** while holding the **R2** button

Enable Japanese Voice-Over:

On the Mission Select Screen - **L, L, D, D, S, S, T, C** while holding the **L1** button

Enable Enemy Layout Selection Screen:

On the Mission Select Screen - **L, L, D, D, S, S, T, X** while holding the **R1** button

Enable Ayame Sexy Armor:

You must be playing as Ayame. At the Item

Selection Screen with armor displayed as an option enter - **L, L, D, D, S, S, T, C**. If the command is entered successfully the number of available armor will drop from 1 to 0.

Test Drive 4

Game Secrets

These are several codes you can turn on. However, you must first race a track and get a course record. Enter these codes as your name to get:

KNACKED: Bonus tracks

SAUSAGE: Bonus cars

WHOOOOSH: A nitro boost every time you honk your horn

MJCM.RC: Small RC cars

For any of these codes to work, you must have the timer and traffic options clicked on.

Theme Hospital

Level Passwords, More

From the Main Menu, access the Password Option. Enter the codes for the levels as shown:

Level 2: **X, Circle, Square, Triangle,**

Triangle, Circle, Square, X

Level 3: **Circle, Circle, Triangle, Square,**

X, Triangle, Circle, Triangle

Level 4: **Square, Triangle, Circle,**

Square, X, X, Triangle, Circle

Level 5: **Circle, Triangle, Square, Circle,**

X, Triangle, Circle, Square

Level 6: **Square, Triangle, Square,**

Circle, X, Square, X, Circle

Level 7: **Square, Triangle, Triangle,**

Circle, X, Square, Triangle, Circle

Level 8: **X, Triangle, Square, Circle,**

Triangle, Circle, Square, X

Also, to get a clean hospital, save the game and reload it again when the hospital becomes full. All of the garbage and patients will disappear, allowing a fresh start.

Time Crisis

Game Cheat Mode

Go to the Main Title Screen and shoot at the center of the **R** in the word **CRISIS**. Then shoot twice directly inside the crosshairs, next to the word **TIME**. If your shots are accurate, a Cheat Menu should appear with a few extra options to choose from. You can begin your next game with nine lives!

TOCA: Championship Racing

Many Cool Cheats

Access the "Enter Name" Screen. Use one of the codes listed below when naming your driver, then the game will announce, "Cheat Mode enabled" and enter your name as normal.

JHAMMO - To access more tracks

CMLOCK - To lock tracks back up

PATSCREAM - To obtain TOCA Showdown, mirrored championship

CMNOHITS - Disable collision detection

CMSTARS - Staring Sky Mode

CMTOWN - Cartoon background

CMDISCO - Volcanic track

CMCOPTER - Helicopter view

CMGARAGE - Bonus tank

CMCHUN - Go-kart Mode

CMLOGRAV - Low gravity

CMRAINUP - Reverse falling rain

XBOOSTME - Fast Mode, all cars driving faster

CMMICRO - Micro Machines Mode

CMDISCO - Gives multicolored fog

Tomb Raider

Access to All Weapons

Go to the Inventory Screen by pressing **Select**. Now press the following: **L1, Triangle, R2, L2, L2, R2, Circle, L1**. You will hear Lara make a sound. Now press **X**. Go back into the Inventory Screen with **Select**. Done!

Tomb Raider 2

Game Cheats

Enter these codes to get some helpful, and not so helpful but funny, results. Each code must be entered while in a level.

Level Skip: Sidestep left, sidestep right, sidestep left, walk one step back, walk one step forward, turn around three times, then do

a front jump and turn around in midair (**Up + Square**, then **Circle**).

All Weapons: This trick is the same as the level skip except at the end do a backflip and turn instead of a front jump. You should hear a click if you did the trick right.

Self-Destruct: Step forward, step backward, turn around three times, then jump any direction.

Tomba!

Unlimited Hit Points

While playing in the game, if you are low on hit points, just find a save point and save the game. After you do this, press **Start** and choose "load game" and load the game that you just saved and you will have full hit points!

Triple Play 99

In-Game Cheats

Press and hold **L1 + L2 + R1 + R2** while doing each code. Enter any of these when in the game:

Cheat Home run: **Triangle, Square,**

Triangle, Circle, X, Square, Left, Right

Cheat Strike Out: **Up, Down, Triangle,**

Square, Triangle, Circle, X, Square

Cheat Crowd Comment: **Up, Triangle,**

Down, X

Cheat Weather Comment: **X, Down,**

Triangle, Up

Cheat Sponsor Comment: **Left, Square,**

Right, Circle

Cheat Stadium Info: **Down, X, Right,**

Circle

Cheat Crowd Applause: **Triangle, Up, Up,**

Triangle

Cheat Crowd Cheer: **Square, Left, Left,**

Square

Cheat Crowd Ooh: **X, Down, Down, X**

Cheat Boo: **Circle, Right, Right, Circle**

Cheat User Cam: **Right, Left, Up, Down,**

Right, Left

Cheat Overview of Batter: **Left, Square,**

Up, Triangle

Cheat Nickname Game: **Circle, Right,**

Square, Left

Cheat Historical: **Up, Triangle, Right,**

Circle

Turbo Prop Racing

All Boats, Courses, Etc.

Put in any of these codes at the one-player "Name Selection" Screen. You will hear a horn if they were entered correctly. Note: **_** is a space that goes before some of the codes.

To unlock all of the boats enter: **_boa**

To view all of the full-motion video sequences enter: **_str**

To unlock all of the Day courses enter: **_day**

To unlock all of the Night courses enter: **_nit**

To unlock all Mirror courses enter: **rrim**

All boats are now ducks enter: **_qak**

To get access to the hurricane boat enter: **hurr**

To unlock all of the Fractal Tracks enter: **frac**

To always finish in first place enter: **winr**

Vigilante 8

Many Cheat Codes

Lighter Cars—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **REDUCE_GRAVITY**. The vehicles will jump higher.

Invincibility—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **I_WILL_NOT_DIE**. You will now be invulnerable to all hits.

Same Vehicle—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **SAME_CHARACTER**. In Arcade Mode, you can choose opponents that are the same as your car.

Increase Difficulty—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button

Arcade TRICKS

CarnEvil

Game Strategy and Boss Tips

Haunted House:

1) It's Party Time!: After you've select the Haunted House in the Shooting Gallery, pump the Shotgun five times while "Umlaut" the Jester does the wave (load time) intro. All the zombies will be wearing goofy party hats and wigs! You haven't laughed until you've seen a bloody grey-green zombie in cute little pigtails and bows!

2) Hambone: The Front Hallway: Shoot Hambone's gun to deflect it away from you and give you more opportunity to plug away at him while his gun arm flies back. Also, keep your eyes peeled for a handy shotgun power-up hidden nearby!!

The Freak Show:

1) "Third Leg" Factor: Flapjack won't come after you quite as fast once you've taken out the head between his legs. 'Nuff said.

The Big Top!:

1) I Hate Clowns!: Make sure you don't let the little "Smeek" clowns run off screen, or they'll come back and "Pop-up" attack you in the next scene!

Haunted House Boss:

Evil Marie: When Marie spins off to attack you from above, focus your gunfire on her and ignore the axes. You'll take some damage, but you'll get through this lockdown faster!

Rickety Town Boss:

Krampus: To make quicker work of the Evil "Anti-Claus" target his legs first. If he can't stand, he can't skate. If he can't skate, he can't get'cha!

The Freak Show Boss:

OH BABY!: "Junior" ain't your average two-year old. Focus your shots on undamaged sections to fend off repeated attacks from this Toddler of Terror! Keep up the gun fire to avoid being covered in creamed spinach when you're in the doll house!



Arcade TRICKS

Site 4 Game Tips

Area 51, this game's predecessor, was well known for its abundance of tricks and secret rooms. The following are tricks as well as tips on how to get more from Site 4.

Site 1

Event 3: Aliens on the Cliff Face
Before you dive down the cliff two of the running aliens link to PEEPING TOM, a secret room with a special ending.

Event 4: Dead Men Walking

All of the ceiling lights link to POWERED UP, your chance to really stock up on power-ups. Very tough to do if you face four aliens or more!

Event 8: Scaling Walls

Disturbing frog-like aliens try to overtake a building. Shoot as fast as you can in this wave! **HINT:** There are six windows at the bottom of the screen that link into a secret room.

Event 10: Shooting STAAR

Here, you go room to room wiping out the aliens which have trapped some of your fellow STAAR team personnel. Precise shooting is the order of the day or you will fail if you hit one of your own. **HINT:** In each room, nail the porcelain altar in the corner to link into a secret room. Six in all. This links to BACK BAR—a secret room where you can stock up on power-ups.

Site 3

Event 13: Back Tarmac

You are behind the wheel of a crazy jeep as you careen through the night on the back tarmac. **HINT:** There is a secret room entrance here, accessible by shooting three windows or canopies found throughout the wave.

Event 15: Sewer Skewer

Aliens are madly running from one side of the sewer to the other. **HINT:** The six lights above the sewer rotunda link to ANNIE OAKLEY.

Event 16: Tarmac 1

Hidden behind the myriad crates and barrels on the Area 51 air base are scads of Stage 1 Zombie aliens just waiting to rip your insides out. Luckily, they announce themselves with a "whoosh" as they pop up from behind obstacles, giving you the heads-up you need to put them in their place. **HINT:** There is a secret room link here—try shooting all the windows you can.



for the passcode. Now enter this password: **HARDEST_OF_ALL**. Your opponents will now be more aggressive and the game will be more difficult.

No Enemies—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **GO_SIGHTSEEING**. This allows you to pick "no enemies" in Arcade Mode.

VR Baseball '99

Easy Outs

In the middle of a game against the computer, get to the part of an inning where you're playing in the outfield. A computer player must only be on first base for this trick to work. Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out. If you're quick enough, it will work every time!

VR Powerboat Racing Incredible Codes

From the Main Menu, choose Single or Multiplayer Mode, then choose your type of race. When you get to the Name Entry Screen, enter any of these names for:

COMPACT: Tiny boats

DEFORM: Huge heads

LARGE: Big engines

SPEEED: Faster boats

From the Main Menu, go to the Password Option and enter one of these codes at the Password Screen for:

CUP: Championship Mode

L.R: Slalom Course

U.G: Mines level

PLA: Hidden Monohull boats

MIN: Minnow-level Catamarans

IKE: Pike-level Catamarans

CUD: Barracuda-level Catamarans

WarGames: Defcon 1

All One-Player W.O.P.R. Levels

From the Title Screen, access the Options. Now go to the "Choose Game Type" Option. Select the Two-player: W.O.P.R. Co-op. Now go to the Select Mission Option. Highlight and choose Level 2. Now enter this button sequence: **Circle, X, Circle, Circle, X, Circle, X, X, Circle**. Now go back to the Main Menu, go into Options again and access "Choose Game Type." Now choose One-player: W.O.P.R. Go into the Select Mission Option and you will see that all of the missions are open! Now choose your starting level.

Warhawk

Thor and Kali Mode

To access two new modes, go to the Main Menu Screen. Move down and highlight the words, "Special Access." Enter the Code Screen and put in **Square, Circle, Square, Square, Triangle, X, Triangle, Triangle** for Thor Mode, which will give you 9999 Flash Bombs. Enter **X, Circle, Circle, Square, X, Triangle, Circle, Triangle** for Kali Mode, which will give you eight Ultra Lock-Ons and 24 Super Swarms!

Access Codes

Legend: **T**=Triangle, **S**=Square,

X=X, **O**=Circle

TSXTXXSS= Desert Level

TSXTOSOX= Pyramid Has Risen

TOXTOOXS= Desert Is All But Done

OTTXOOSO= Canyon Level

OSOSXOOT= In The Canyon With Amber

OTXSOOTT= In The Canyon With Belle

OSTSTTTS= In The Canyon With Crystal

OOOSTTST= Approaching Uma

XTXSSTST= Airship Level

XOTTOOX= Post Transformation Airship

XSTOXTSS= Airship Rear Hangar Is Open

STXXXTOS= Volcano Level

SSXOTOST= Volcano Boss Is Active

TOTOTXSS= Gauntlet Level

TOXTOTXS= East Gauntlet Boss

TOOSTOXX= West Gauntlet Boss

TOOTTXST= In With the Gatekeeper

TXTSOXOO= Stormland

TXXSOSOX= Above First Force Field

TXTTXOT= Above Second Force Field

TXSOTXTS= Above Third Force Field

TXSTOSXX= Kreele's Door Is Open

TXTSSSXT=Face To Face With Kreele

Wild 9

Cheat Codes

Play the game until you hit Craterscape. This should be the fourth planet. Play the level and note that there is a "1-Up" behind the first pillar. Once you receive the extra man, press **Start**, then **Select**, and press Quit (Select Yes). Then press **Start** again and "Continue previous game." Go back and repeat the process. You will receive as many men as you wish as long as you continue to repeat the method.

Wild Arms

Heal Berry 255 Item Cheat

This trick will give you 255 duplicates of the items in your inventory. There are a few different ways to do this trick, depending on the number of items you have. During battle, access the "Fight" icon and then choose the "Item" icon after that. Pick the item you want to duplicate and make sure you only have one of that item. Now, make your first character (Rudy) use a Heal Berry. Have the next character (Jack) also use a Heal Berry. Have the third character (Cecilia) go into the Item Screen and switch the position of the Heal Berry with the item that you want duplicated. After you do this, exit the screen and choose the "Defend" icon. The battle will start. After the battle is over, go back into your items and you will see that you have 255 of the item you switched with the Heal Berry!

If you have more than one item, but you want 255 of that item, do the trick this way: When it's your turn in the battle, have your first character use a Heal Berry. Make your second character go into the Item Screen and switch the Heal Berry with the item you want to duplicate. Then exit the screen and choose the "Defend" icon. Have your third character just choose the "Defend" icon. After the battle is over, go back into your items and the item you wanted duplicated will be missing and replaced with an empty slot. Do the trick once again for the next battle, but this time, have the second character put the Heal Berry in the empty slot. After the battle ends, go into your items and you'll have 255 of that item. Also, to get 255 Heal Berries, do the trick as you would if you wanted to duplicate an item that had more than one. But this time, put the Heal Berry in an empty space below the other items and do the trick.

WWF War Zone

Play as the Trainer/Big Head Mode

On the Main Menu Screen, press **L1, R1** (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started:

Wrestle as Training Mode wrestler:

Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer."

Big Head Mode:

Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

Movie Code

Once the "Press Start" Screen appears, quickly press (**Up + Triangle, Right + Circle, Down + X, Left + Square**). Press everything in the parenthesis four times. Then press **R1 + L1, L2 + R2, R1 + L1, R2 + L2**. The word Movie 1 will appear under the word, Zone. Press **Up** and **Down** to chose the movie you want. Then access the movie with the **X** button.

WWF Wrestlemania: The Arcade Game

Various Tricks

To enter the codes, choose your favorite guy and begin a match. Then, while playing, hit **Start** to pause. The cheats are as follows: For Invincibility press: **X, Triangle, R2, Up**.

The Unholy War

Secret Characters, Battlefields and Maps

There are only three cheats in The Unholy War; all of which use the same code, though in different places. The Code is as follows: Press the **Circle + Square** buttons simultaneously. Press the **Select** button four times. Press the **Start** button three times. Press the **Square** button two times. Press the **Circle** button once. Press the **Circle + Square** buttons simultaneously again.

1 To Unlock Secret Characters, highlight "Set Teams" on the Mayhem Selection Screen and perform the code.

2 To Unlock Secret Battlefields, highlight "Accept Teams" on the Mayhem Selection Screen and perform the code.

3 To Unlock All One-player Strategy Maps, highlight "Set War" on the Strategy Selection Screen and perform the code.



For More Powerful Hits press: **X, Triangle, L2, Down**.

For Twice Less Powerful Hits press: **X, Triangle, L2, Right**.

Combo Code

This trick will let you begin with a full combo meter and it will refill your combo meter almost immediately after it is depleted. To do this, go to the Player Select Screen and do this button combination on the first controller: Hold **L1 & R2**. While holding these, press **Square, X, Circle, Triangle**. The word "Combo!" will appear underneath your character. Now, one or two players can do combination moves anytime!

Adventure Island II
Stage Select

Enter the code: **0 8 9 4** on the Password Screen. Now you can start on the first stage with 99 of every power-up.

Avenging Spirit
Expert Level

At the Title Screen, simultaneously press **Up**, **A**, and **B**. When you hear a tone, press **Start** to begin.

Battletoads in
Ragnarok's World
Five Lives

At the Title Screen, hold **Down**, **A** and **B**, then press **Start**. If you have to continue, do the code again to play again with five players.

Bubble Bobble Part 2
Stage Select

For your password, put in "(Right Arrow) 5 (Right Arrow) V." Press **Start** to get to the Stage Select Screen. Use **Up** and **Down** to cycle through the stages, and press **Start** to begin. Do not select Exit or it will not work.

Bust-A-Move 2: Arcade Ed.
Extra Puzzles

Press **A**, **Up**, **B**, and **Down** on the Title Screen to access more puzzles. If the code is entered correctly, a small figure will appear in the corner of the screen.

Castlevania II
Extra Lives

In the beginning of the game go to the Password Option and there will be four boxes. Press **Up** to scroll through the different icons. Put a candle in the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

Sound Select

In the beginning of the game go to the Password Option. Put a heart in all four boxes. You will see a box that says "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

Secret Password

Go to the Password Screen and put a heart in the first box, an eyeball in the second, a candle in the third and leave the fourth empty. Now press **Start** and you will be put in the beginning of Dracula's castle. Put in an eyeball, heart, candle and heart in the boxes and you will be in the room with the final Boss, Dracula!

Contra: The Alien Wars
Level Four on Easy Mode

Now you can go to Level Four on Easy Mode. (You normally will end the game at Level Three.) After the cinema, you will reach the Title Screen. At the Title Screen, move the cursor down to "Password" and press **Start**. On the Password Screen, enter the code **211N**. You will be sent to the fourth level of Easy Mode with this trick. Unfortunately, the game will end after Level Four.

Faceball 2000
Level 01 to 10 Warp

When you get the flashing section of wall at the end of the 1st level, turn 180 degrees and fire at the wall. The wall will disappear revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!

Level 10 to 20 Warp

As soon as you see the Level 10 exit, turn around 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

Game Boy Camera
Hidden Game

On the Main Menu Screen, access the "Play" Option. When the Space Fever II game begins, don't shoot either of the first two icons (the ones that will take you to the D.J. or Ball game). Instead, wait for them to go away and play the space game until you get a high score

of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" Option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called Run! Run! Run! This game will also utilize your game face. If you get first place in the game, press the **A** button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

Hunt for Red October
25 Lives

On the Map Screen, hold **A** and **B**, then press **Select**, **Up** and **Down**.

25 Missiles

On the Map Screen, hold **A** and **B**, then press **Up** and **Down**.

Stage Select

On the Title Screen, press **B**, **Select**, **Left**, **Right**, then **Start**. The message "Starting World: 1" will appear. Change the number by pressing **Left/Right**, then press **Start** to begin.

James Bond 007
Card Games

Begin a new game and pick an empty file. When asked to enter your name, put in one of the following names to play the corresponding card game:

For Blackjack, put in **BJACK**.

For Baccarat, put in **BACCR**.

For Red Dog, put in **REDOG**.

Killer Instinct
Play as Eyedol

On the Player Selection Screen, pick any character. On the Versus Screen, press and hold **Right** on the pad. Now press the **Select** button, **Start**, **B**, **A**. Eyedol is now playable.

Kirby's Pinball Land
Fight Only Bosses

At the Title Screen, press **Right + Select + A + B** at the same time. Now you'll see a black cat run across the High Score Screen. Press **Start** to begin your game and you will end up at a screen with the names of all the Bosses. Move Kirby to the star by the name of the Boss in which you want him to begin. Defeating three Bosses will let you face King Dedede!

Play Bonus Games

At the Title Screen, press **Left + B + Select** at the same time. Start a new game and go to any stage. Now you will be at the bonus game of that stage!

Lion King
Stage Skip

While playing, pause the game by pressing **Select**, then press **B**, **A**, **A**, **B**, **A**, **A** and the game will automatically skip to the next level.

Mortal Kombat
Play As Goro

You must first complete the entire game with any character. Now wait for the credits and "The End" to appear. Press and hold **Up + Left + Select + A** until the Title Screen appears. Let go of all the buttons, and then press **Start**.

Motocross Maniacs
Hidden Power-Ups

Throughout each level, you can pick up all kinds of enhancements like Nitro Boosters and Time Extenders. There are also hidden power-ups, like a Jet that enables you to use your Nitros to fly and little cycles that mean faster speeds. To find them you must do a flip in the secret area in which they are located.

Nemesis**Bonus Starting Power-ups**

For that extra edge, pause the game once the action begins. Then enter the familiar Konami password: **Up, Up, Down Down, Left, Right, Left, Right, B, A** and **Start**. If done correctly, your ship should now have a shield, two options, missiles and a laser!

Operation C**Stage Select and Sound Test**

To select any stage, just press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A** and **Start** at the Title Screen. To listen to the sounds, press **Up, Down, Left, Right, A, B** and **Start**.

Pac-Man**Full Screen**

At the Title Screen, press **Right** or **Left** to make a "half" sign appear to the right of Player 1. Now press **Start** to see the entire length of the level.

Penguin Wars**Stage Select**

At the screen where you select your character, move the cursor to your choice, hold **Left** and **B**, then press **A** to make the round number appear on the screen. Press **Up/Down** to change the number, and press **Start** to begin.

Raging Fighter**Player Vs. Player**

At the Title Screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B**. Then before the screen changes, push **A** or **B** to alter the color of your opponent's player. **A** will darken the color while **B** will keep the colors the same. The code will stay in effect until the power is turned off.

Snow Bros. Jr.**Invincibility Code**

To become invincible in this "cool" game, do this code. When the Title Screen appears, press and hold **Down-Left, A** and **B** at the same time and then press **Start**. No enemies will be able to hurt you!

Map Select

You can now get a Map Select Screen in which you may choose your starting level. At the Title Screen hold **Up, Select, B** and press **Start**.

Tetris**Secret Rockets, etc.**

In the "A" type, if you score **100,000** points, you are treated to a small rocket launching off into the stars. If you rack up **200,000** or more points, you get a large one. In the "B" type game, if you complete Level 9, you get Russian dancers filling the screen. If you complete Level 9 with the High at 5, you get to see the space shuttle take off!

Mess-up Screen

When playing the "B" type game on Level 9, there is a way to end the game with one line left to fill. At the very moment that you drop a block to fill that last line and win the game, hit **Start** to bring up the Pause Screen. The ending will appear over it and look very weird!

Turrican**Invincibility**

On the Menu Screen, press **ABB ABA ABA ABA A**. The word Start on the screen will change to "Cheat."

Wario Land:
Super Mario Land 3

Max Out Lives, Hearts, Coins, etc.
Press **Start** to pause the game. Press **Select** 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold buttons **A** and **B**, and keep them held for the entire trick. Next, press **Left** and then press **Up**. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until every number is a nine. Max out everything!

Yoshi's Cookie**Extra Levels**

This code will get you to higher levels in the game. First, set the music to "Off," the speed to "High," and the round to **10**. Hold **Up** and press the **Select** button. The round should now say "11." Now you can advance to even higher levels by pressing the **Select** button.

**GameShark**
CODES**All Star Baseball '99****GameShark Codes**

Infinite Balls: **010074CE**
Infinite Strikes: **010075CE**

Donkey Kong**GameShark Codes**

Infinite Time: **01FF11C7**

Double Dragon**GameShark Codes**

Infinite Energy: **012F98C4**
Infinite Lives: **010499C4**

Earthworm Jim**GameShark Codes**

Infinite Lives: **010AD6C1**
Infinite Energy: **0164D7C1**
Infinite Plasma Shots: **01E893C1**

Mega Man**GameShark Codes**

Have CU, EL, IC, FI, CA, HE, FL: **01FFA1DF**
Have QU, BU, EN: **01FFA2DF**
Infinite BU: **01A0ACDF**
Infinite CA: **01A0A8DF**
Infinite CU: **01A0A3DF**
Infinite EL: **01A0A4DF**
Infinite EN: **01A0ADDF**
Infinite Energy: **01A0A3DF**
Infinite FI: **01A0A7DF**
Infinite FL: **01A0AADF**
Infinite HE: **01A0A9DF**
Infinite IC: **01A0A6DF**
Infinite Lives: **010A08C1**
Infinite QU: **01A0ABDF**

Mega Man 5**GameShark Codes**

Have JU: **01429DDE**
Have MA: **01509CDE**
Have ME: **01459CDE**
Have NE: **01619CDE**
Have PL: **01489DDE**
Have RC: **01429CDE**
Have RJ: **01439DDE**
Have SA: **01449DDE**
Have UR: **01759DDE**
Have VE: **01489CDE**
Infinite EA: **0198A5DE**
Infinite Energy: **01989EDE**
Infinite JU: **0198A7DE**
Infinite Lives: **010334DF**
Infinite MA: **0198A2DE**
Infinite ME: **0198A0DE**
Infinite PCs: **01C83DDF**
Infinite PL: **0198A9DE**
Infinite RC: **01989FDE**
Infinite RJ: **0198A6DE**
Infinite SA: **0198A8DE**

Mortal Kombat 2**GameShark Codes**

Infinite Energy P1: **014020DD**

Star Wars**GameShark Codes**

Infinite Continues: **0109A3CA**

Tetris**GameShark Codes**

Always Get Straight Pieces: **010903C2**

Turok**GameShark Codes**

Infinite Health: **0109F9Co**
Infinite Lives: **010AFACo**
99 Gems: **016380DE**
Infinite Arrows: **0163A1C1**

Kagero Deception II

Secret Traps and Extra Money

If you are wondering how to get the secret traps for this game, check this out. You must finish the game (more than once in most cases) and reveal certain endings to get different traps each time. Make sure you've saved your progress and load the file for the most recent completed game. The following is a list of the endings and which traps are released once you beat and save the game:

Ending #1 -

Reveals the Evil Upper (uppercuts your victims so they hit the roof) and the Evil Stomp (foot comes down and smashes victims).

Ending #2 -

Reveals the Magic Sack (envelopes victims until it bursts).

Ending #3 -

Reveals the Ardebaran (victim wears the mask and becomes dazed and confused).

Ending #4 -

Reveals the Evil Kick (kicks victims against the wall).

Endings #5 and 6 -

After you reveal all of the endings and have them saved, you will have access to the deadly Suezo (a monster drops from the ceiling and pummels the victim. This is the most costly and highest damage of the traps).

If you would like to start out the game with extra money, just do this. When the game asks you to Name Her, go to the Name Input Screen and erase the current name that is there. Now put in Astarte for your name and then choose OK. When asked "Is this Name OK?" choose Yes. On the screen where Yocal is talking to King Eclipse, press Start. Look at your totalark and you will see that it is already at 2800!



Enter your name as Astarte on the name entry screen.



Pause the game and look at your totalark. You now have 2800!

Wanted Trick: Metal Gear Solid

For a little while now, there has been a rumor circulating around that the original games (Metal Gear and Metal Gear 2: Solid Snake) may be hidden inside the Metal Gear Solid game. Imagine being able to play two more games with the original graphics intact! If you've found any proof of this trick as a reality, send it in! Also, you may have heard information floating around about the possibility of the Red Ninja being a playable character. This could depend on your rating, how many times you beat the

game, how many hours it took you to beat it, etc. Some or all of these factors may play a part in finding out

the mystery of the Red Ninja rumor. We'd definitely love to see proof, so send in any confirming information!



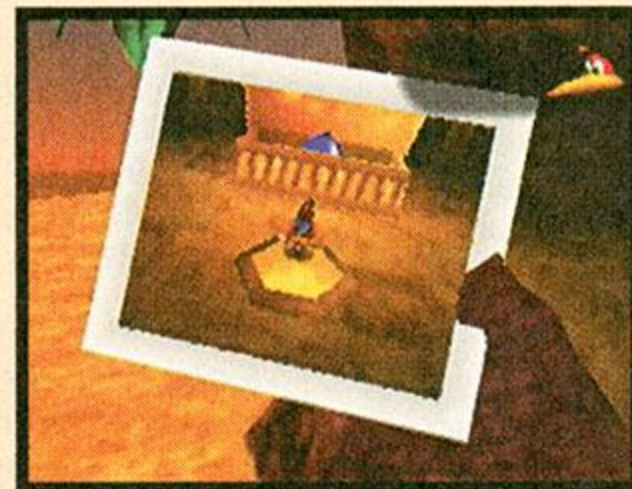
Wanted Trick: Tomb Raider III

Besides a little April Fools joke printed in issue #34 of EGM², there has been no sign of a nude Lara Croft code in Tomb Raider or Tomb Raider 2. There have been many rumors hinting that the code may be hidden within the third game of the series. Can you find this code and put the rumors to rest once and for all? If you have the trick, send it!



Wanted Trick: Banjo-Kazooie

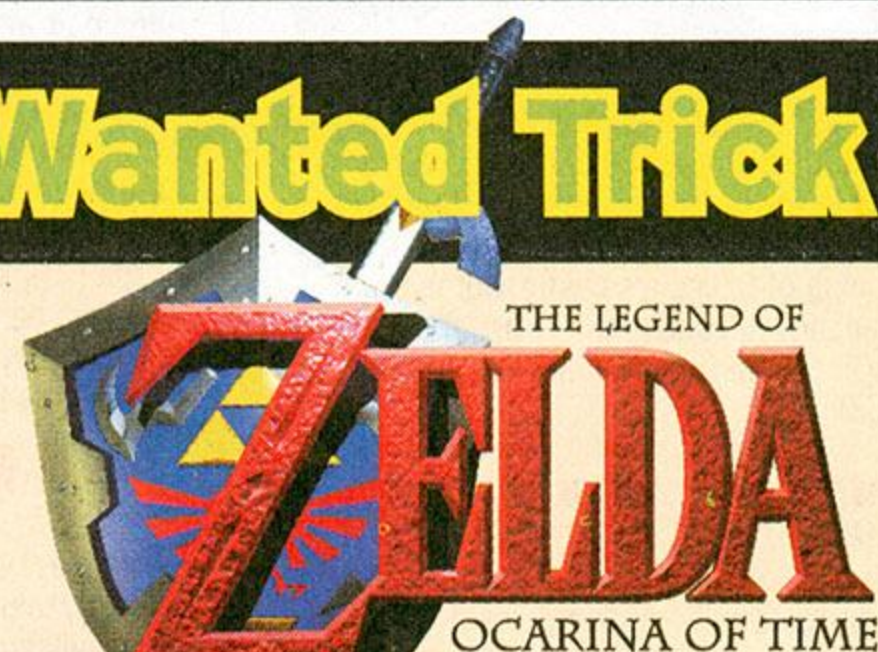
Once you beat Banjo-Kazooie, you get a teaser showing three secret levels. The sequel, Banjo-Tooie, will have the levels playable, but wouldn't it be great if you could play them on your original Banjo-Kazooie cart without the sequel? Rumor has it that a trick exists to open up these three secret areas. If you've got it, send it in!



Trickman's Most Wanted Trick

Sheik is an enigma. This character's identity has been shrouded as a mystery. Is Sheik a male or a female? We do not know. Throughout Link's quest, Sheik has always appeared to Link in a time of need to give him vital clues and songs. What would be cooler than a second quest where players can play as Sheik? The original Zelda contained a second quest, and this one (the N64 version) is said to be a remake of it. Could Sheik be the star of the possible second adventure? Sheik is of Link's size and has roughly the same approximate animations. So, the possibilities are there. Can you find

any truth to this rumor? If you can prove the existence of this or any of the above Wanted Tricks as the real deal, send them in! You'll score a free game for your system of choice!



Throughout the game, Sheik will appear to Link and teach him a song or give vital information.



Could Sheik be a special character you can control in a supposed second quest of the game?



PHONE NOW!
Call our all-new
Video Gamer's
Phone Line!

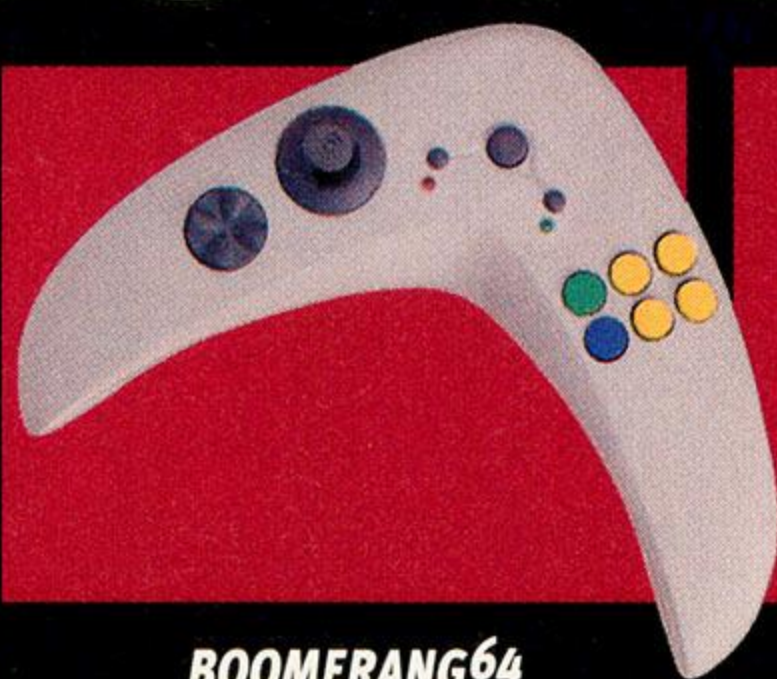
Recent Winners!!!

PJ Whitner, Horn Lake, MS • Kim Smith, Woodland Hills, CA • Kyle Rhines, Allentown, PA • John Mannes, Staten Island, NY • Jean Sassen, West Covina, CA • Chris Long, Marietta, GA • Zaiad Dailey, Norville, KY • Eric Boll, Lake Forest, IL • Rebecca Satterlee, Laughlin, NV • Jimson Apuyan, Corpus Christi, TX • Jack Brown, Memphis, TN • Angie Denist, Orange, CA • Micky Moomau, Mount Jackson, VA • Sam Cadwell, Pleasant Hill, OH • Eric Hoitsma, Hammond, IN • G Jones, Colorado Springs, CO • Ryan Gastinger, Louisville, KY • Tommaso Banker, Eugene, OR • Matt Benson, Danville, AR • Paul Robson, Bay Shore, NY • Michael Hayes, Lubbock, TX • Brandon Gilbert, Detroit, MI

1-900-PRE-VIEW



REMOTE WIZARD WIRELESS FOR PS



BOOMERANG64



REALITY VEST FOR PS



X-WIRE WIRELESS FOR N64

CALL NOW
AND WIN!

Rotary calls accepted

1-900-773-8439

Only one winner per household per month!

\$1.49/minute

Younger than 18 years old must have parents' permission



**Correctly Answer a Series
of Video Game Questions & Win!**

PRIZES PROVIDED BY NUBY www.nubyonline.com

THE HOTTEST
GAME NEWS & TRICKS!

**ELECTRONIC
GAMING
MONTHLY**

EXPERT GAMER



from the best gamers on the planet!

- Listen to Quartermann Gossip Before It's in EGM!
- Call and Test Your Knowledge of Video Game Trivia!
- Get the Latest Expert Gamer Codes & Tricks
- Hear Review Crew Members' Game Ratings!

Product names are registered trademarks of NUBY HOLDINGS CORPORATION

TRIVIA CONTEST RULES: 1. Entry. To enter, correctly answer six consecutive trivia questions and leave your name, address and phone number as instructed. Winners will be determined by judges whose decisions are final. One winner per household per month. Ziff-Davis assumes no responsibility for unintelligible, incomplete or misdirected responses. 2. Prizes: Winners will receive one (1) of the following at Sponsor's sole discretion: Remote Wizard, Boomerang64, Reality Vest, X-Wire Wireless Controller. Prizes have an approximate retail value of at least \$25.00. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff-Davis should the featured prize(s) become unavailable. 3. Eligibility: Contest open to residents of United States and Canada. Void in Maryland. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall return a signed affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. Employees of ZD Inc., NUBY HOLDINGS CORPORATION and their respective affiliates are not eligible. Neither ZD Inc., NUBY, nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses resulting from this contest. Winners acknowledge that ZD Inc. has neither made nor is in any manner responsible or liable for any warranty or guarantee, whether express or implied, in fact or in law, relative to any prize including but not limited to its quality, mechanical condition or fitness. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., its agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession, or use of the prizes. 4. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Preview Line Trivia Contest," P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 3-4 weeks for delivery. 5. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.



GAUNTLET LEGENDS

Walk-through of Lands



XG Strategy
by Mark Hain

Legends is not quite as "large" as the first two Gauntlets. Those games had an unlimited number of levels due to mirror copies and random generation. The individual levels, however, are much larger in scope. There are multiple paths to the exit, and tons of different creatures trying to stop you from getting there. All together there are four different realms, Skorne the end-Boss' world and an underground realm. To fully defeat Skorne and gain entrance to the underground realm, you will need to collect three runestones per realm. This Quick Hit will get you started, but look for an update in a future issue of *Expert Gamer!*

Database

time to complete **five to six hours**
challenge **level to level**
best character **Valkyrie**
most fun character **Wizard**
better than original **yes and no**
best Boss **gotta be Skorne**
system **Arcade**
publisher **Atari Games**
developer **Atari Games**

Items



Keys

Opens doors and chests



Magic

Kills enemies on screen and Death



Food

Raises health 50-100 points



Fire Wall Shield

Erects an offensive fire wall



Three/Five Way Shot

Long-range, fires three to five shots



Anti-Death Aura

Steals hit points from Death!



Limited Invulnerability

Drastically limits damage



X-ray goggles

See inside containers

Enemies



Mountain Grunts

All realm's grunts are basically the same: no real skill. Their job is to smother you.



Castle Armor Guards

These high-level "normal" characters can take up to three hits to kill.



Forest Tree Men

These walking woodpiles are actually faster than they look. Try to attack from afar.



Desert Mummies

These slow but powerful enemies will also take up to three shots to kill.



Large Creatures/Golems

Usually these guys are asleep until you tick them off. They take a TON of hits.

Characters



Warrior

All about strength, this guy is good at hand-to-hand combat and takes a lot less damage than the other characters.



Archer

The archer's biggest advantage is speed. She starts out very fast and is better at long-range combat than up close.



Valkyrie

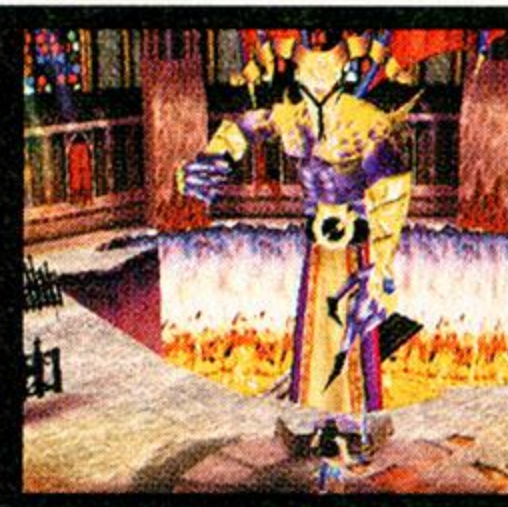
Easily the most balanced character, she's a good one to start with. Decent in close combat and decent magic skills.



Wizard

Little or no strength or armor, the wizard is obviously excellent in using magic potions. His speed is not too shabby either.

SKORNE



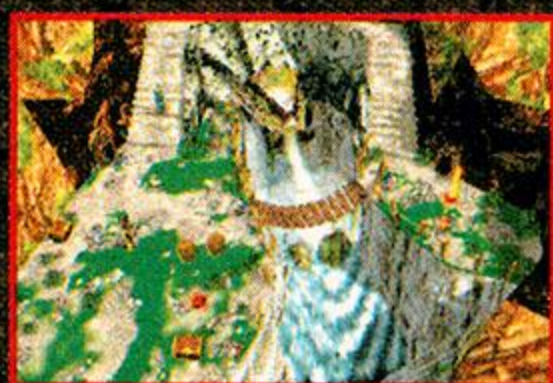
WARNING: Don't even go to Skorne until you have all 12 runestones *unless*: a) You're one of those dorks who got Cloud up to level 99 in FFVII and you want to do it again, or b) you just want to see the end-Boss of a world. However, just getting to Skorne isn't good enough. Complete the game without all stones, and the game will say your quest is incomplete. At this point, you'll have to

go back through the realms missing stones. When you have all 12 runestones, a new world will open up called The Forest Realm. This is a new realm which has its own Boss, the Chimera. To aid you in the task of finding the stones after you have defeated all four initial worlds, a meter will now pop up in the upper-right corner which will tell you when you are close to one (see small pic left).



Valley of Fire

The start of the game is pretty easy. There are a few secret paths, but it's fairly straightforward. Watch out for the first appearance of the suicide bomber.



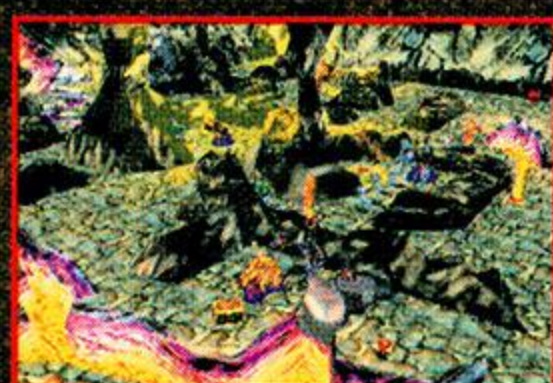
Dagger Peak

This level is extremely big, and it takes place outside. This is a good level to stock up on keys, as most of the chests hold food and may not be worth opening.



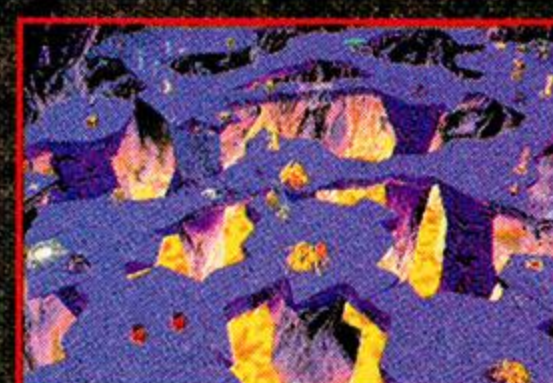
Cliffs of Desolation

It's back underground and some bigger enemies to deal with. There are golems on this level that take a large amount of shots to kill, so back up, turn, then attack.



The Lost Cave

This level has a lot of twists and turns. You might just want to follow the arrows because there are quite a few generators pumping out a ton of grunts to destroy.



Volcanic Cavern

This level might be a bit confusing. It looks as if you can walk directly on paths running below you, but you can't. Try to use the red barrels to your advantage.



Dragon

Similar to most Bosses in this game, the Dragon is a formidable foe whether you attack it up close or from far away. The best strategy here is to fire from afar and keep moving.

RUNES

1 It's found on Dagger Peak. Part way up the hill as you start there's a clearing. Death is in a barrel here and in a secret wall.



2 The second rune is located in the Cliffs level. Cross the upper lava bridge near the second exit. There is a secret wall to the character's left after the bridge. Free the key in the front.

3 The third rune here is tricky. As you play, clear all areas. The rune is along a wall in a clearing located off a ramp to the left after you leave the first exit area. This level is confusing, and there are no real landmarks to direct you. Just shoot all the walls along this area.



Treasure Room

Look for this room in the Lost Cave level.

MOUNTAIN



The Acid Swamp

As you move eastward, you'll notice quite a few enemies roaming this straightforward level. You also have small spiders to deal with which are not hard but slow down your progress.

Spider Queen

Notice a large web and a piece of meat in the middle. When you get the meat, the Spider Queen gets you. She has a sword and spits stuff from afar. Run around the outside of the web and fire.



Twisted Roots of Evil

Watch out for several "dangerous objects"—tentacles come out of small spaces to grab the life right out of you. Some of the normal enemies on this level can take up to three hits to kill!

RUNES

- 1 Rune #1 is in the Roots level, located in a cutout section of the tree just before you start heading up. The secret "wall" is oriented toward the bottom of the screen, so shoot "down."



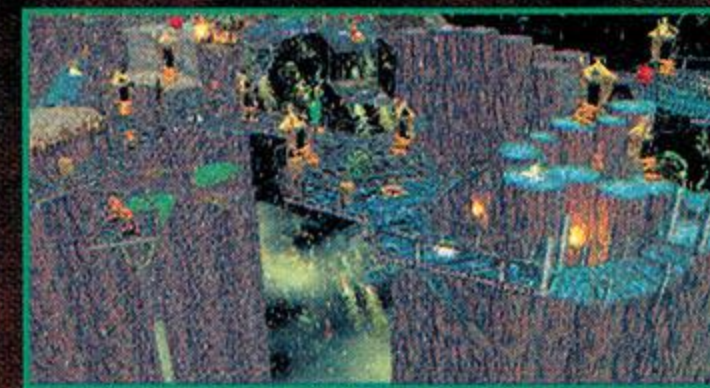
Psychedelic Treasure Room: This room has been designed as a multiplayer treasure room, because you need two players to activate the bridge leading to the entrance. A clever single player can cross the bridge, though.



The Ancient Tree

This level looks very cool. Make your way to the top of the tree. Be sure to explore leaves on the huge branches you are traversing—they include tons of potions and gold.

- 2 The second rune is in the Ancient Tree level. Right near the second barrel-shaped room, there'll be a huge leaf. Step on the leaf, and you'll hear the rune being lowered on a thin branch.



The Gnarled Branches

This level is actually very similar to the tree. Once again, make your way to the treetops. This level has quite a few "golem"-sized enemies to kill and tons of small spiders to annoy you.

- 3 Rune #3 is in the Branches level, behind a secret wall in a clearing in an area where the tree has turned "blue."



FOREST



The Castle Courtyard

The entrance to the Castle Realm is actually pretty hectic from the start. To reach the exit, however, isn't too difficult. Remember not to let yourself get weighed down by enemies.



Dungeon of Torment

This area has quite a few running torture devices to avoid, besides the normal crowd of grunts. You are also introduced to knights, who are fairly difficult to kill.



The Tower Armory

Once again, many knights swarm to kill you here, and there are also more dangerous obstacles to avoid. The difference here is you are slowly making your way higher and higher.



The Castle Treasury

This is by far the hardest level in the Castle Realm. There are several Deaths placed around the highest concentration of gold and power-ups. The rune here is easy to find.

- 1 Visible in a cage on the Dungeon level, go to the floor and hit the trigger in the middle next to the golem.



- 2 This elusive rune is located on the Tower Armory level. It is rumored to be in a hidden wall, but as of press time we are unsure just how to unlock it.

- 3 Hidden in a block in the middle of the Treasury. Just shoot it and avoid Death.

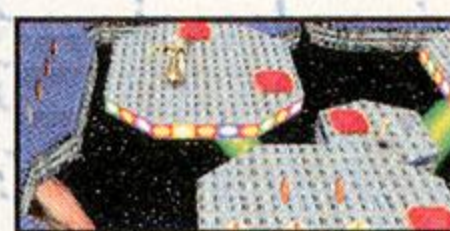


Chimera

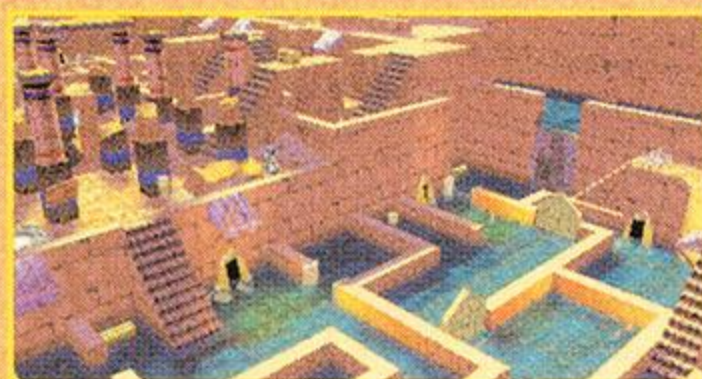
Even holding Turbo and moving rapidly will not stop you from getting knocked on your butt by this three-headed beast. Go for the heads and keep moving.



CASTLE



Spacestation Treasure Room: In the corners of this castle, there are four locked gates leading to areas where you can get the Phoenix Familiar power-ups, tons of gold and sleeping golem enemies. The entrance to the Spacestation is behind one of these gates.



City Ruins

This level is wrought with golem-sized enemies, tons of grunts, teleporters and strange force fields. It also houses one of the hardest to find runestones.



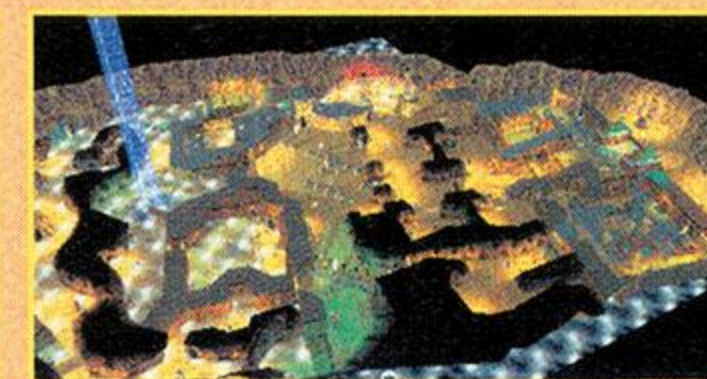
Temple of the Magi

The area in the upper left of the picture is a "puzzle" where you must raise and lower slabs depending on where you walk. There's a lot of goodies in this level.



The Mystic Pyramid

The difficulty is pretty much the same as in the Temple, but you are forced to defeat quite a few golem-sized creatures here.



Tombs of the Undead

All underground, this area is one of the coolest. It definitely gives the feeling of Gauntlet: small passages, tons of grunts and not too many hard enemies.

Genie

This guy will stomp you anytime you stand still. You are able to toss some magic at him, so avoid his eyeblasts (just barely) and get in a few shots. Watch for those swords up close, too!



- 1 The first rune is hidden in the sunken part of the City Ruins at the edge of the city. You need to step on the trigger to release the rune, which is sitting visible under the water level.



Gauntlet Lab Treasure Room: This room is hidden along a wall, but as is the problem with other levels, there aren't many landmarks to direct you to it. Basically, look for a trap door along a wall since it's the only one in this realm.

- 2 The second Desert Rune is located in the Temple. Right before entering the puzzle room with the slabs, you have to move up and down and step on the four blue triggers around the room then the rune appears in middle.

- 3 Toughest in the whole game, you need to step on triggers in early areas to open doors later on. The rune is located in the heart of the Pyramid near the lava. As you clear the first set of catwalks, there is a pillar in the center and a room to the left. Start here.

DESERT

GAME OVER

Xenogears



Game Stats

Time to complete: 70 hours
Toughest Boss: final form of Deus
XG rates the ending: kind of a letdown...
XG rates the game: definitely topnotch

Deus is defeated, but is it over?

When Fei finds out what really happened to Elly, he and his party make a journey to the Final Dungeon of Deus. To him, nothing is more important than saving Elly from her destiny. After questing through the final dungeon and battling all four Guardians, Fei faces one last challenge: He must save Elly if there is still time. But is Deus down for good? The final showdown approaches...



After defeating Deus, Xenogears is the only gear remaining with any power left.



As Deus fades away, another source of power appears in the void.



It seems as if another presence is still alive, and it is ready to finish what it started.



Uroboros: the final Boss. One-on-one, Xenogears battles Uroboros to the death...



After defeating Uroboros, Elly appears in her normal form, no longer possessed by Miang.



The void begins to collapse, as Fei and Elly quickly escape back to Xenogears.



However, before they make it 10 steps, they are greeted by a familiar face: Krelan.



Elly takes refuge behind Fei, as her previous encounters with Krelan have not been good.



To their surprise, Krelan was here to confess to them of his past mistakes.



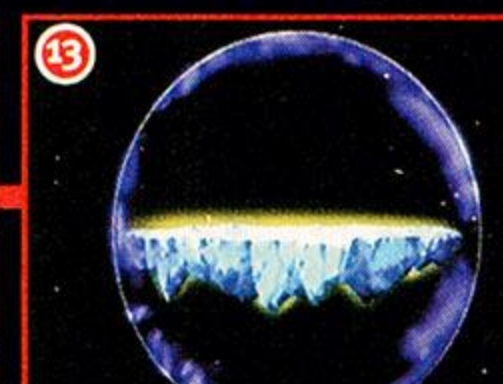
Krelan spoke of his heartlessness as a young warrior...



He also spoke of his unbelievably sinful acts of scientific experimentation on humans...



After revealing his regrets, he speaks of a way for Fei and Elly to escape from the void.



Amazingly, they escape just before it explodes to a caliber like never seen before...



Xenogears blazes through the atmosphere and returns to Earth.



Fei and Elly can finally enjoy one another and start all over from the beginning.



As Xenogears lands, Citan, Rico, and the rest of the gang are excited to see them alive.



The nightmare is finally over, and everything has been restored to the way it used to be.



GUESS THE GAME ENDING AND WIN!

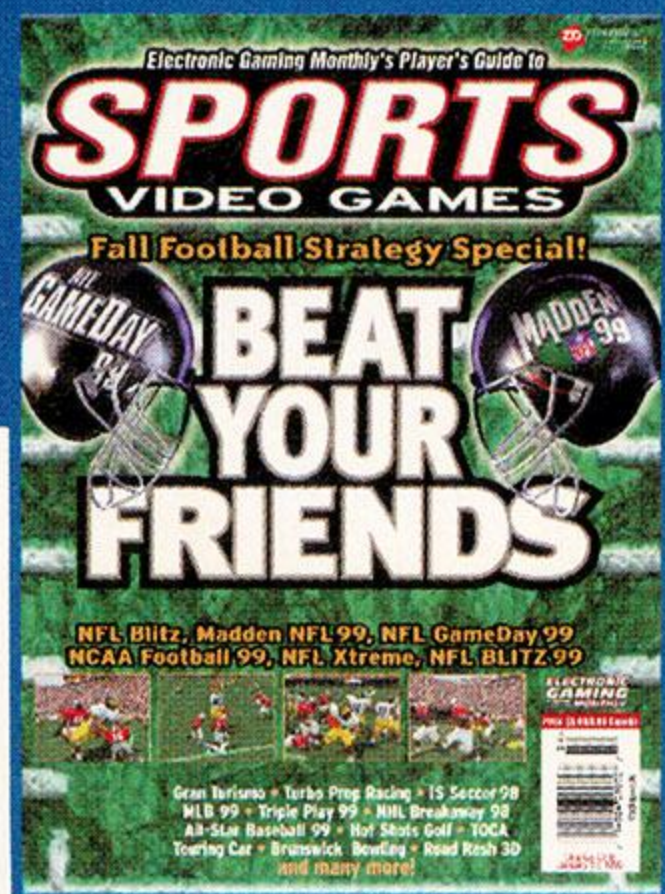
We cranked it up a notch, making this month's challenge one of the toughest yet. Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than Jan. 20, 1999! Send entries to Game Over #55 c/o Expert Gamer, P.O. Box 3338, Oak Brook, IL 60522-3338.

Space games are fun...

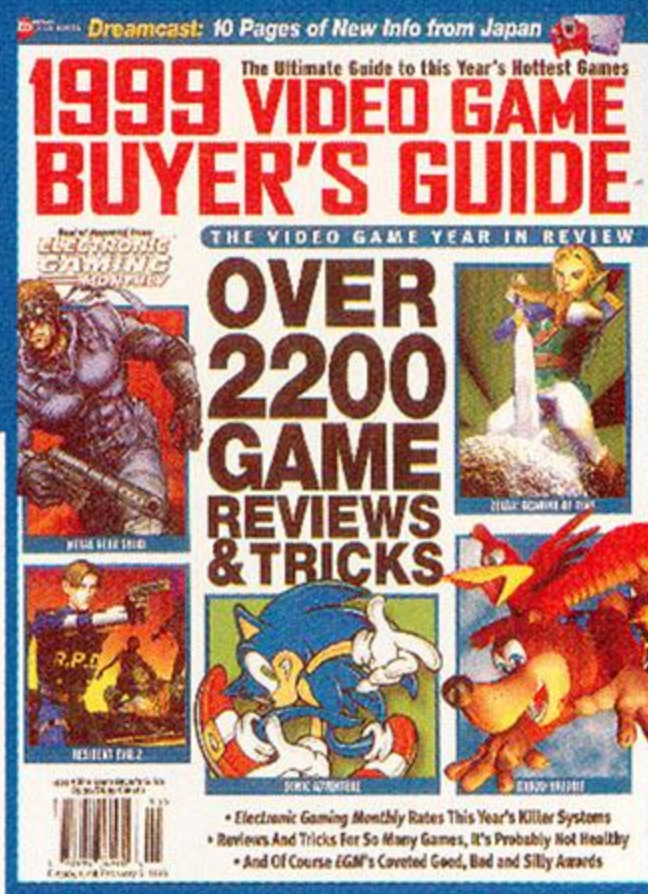


Sweepstakes Rules: 1. **No Purchase Necessary:** To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes: issue #55" P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by Jan. 20, 1999. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.
2. **Prizes:** 3 Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value \$20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff-Davis whose decisions are final. Drawing to be held on or about Feb. 1, 1999. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff-Davis should the featured prizes become unavailable.
3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.
4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. Neither ZD Inc. nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., its representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that ZD Inc. has neither made nor in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, condition or fitness.
5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope to "Game Over Sweepstakes: issue #55 Winners List" P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by Feb. 15, 1999. Allow four weeks for delivery of winners list.
6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.

LIMITED-EDITION VIDEO GAME MAGAZINES!



ON SALE NOW
The Most Comprehensive Strategies and Reviews of the Hottest Sports Games



ON SALE NOW
EGM's Crack Staff Pulls No Punches as They Tell It all in the Annual Video Game Buyer's Guide

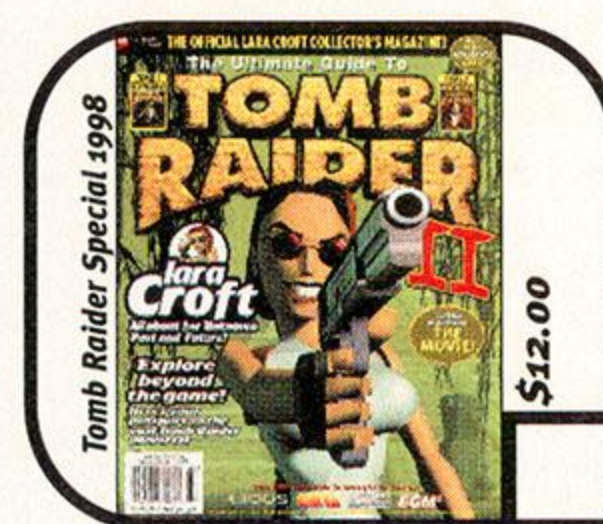


ON SALE NOW
EGM Reviews Every N64 Game This Year, Plus a New Look at Turok 2 and Zelda 64! Tons of New Tricks and Game Reviews!



ON SALE 1/5/99
The Best Compilation of Tricks, Codes and Cheats Ever Published

Are You Missing SOMETHING?



TO ORDER: Check Your Mag!

Simply check off which magazines you want and send in the order form (photocopies accepted) along with a check made payable to Ziff-Davis for the amount indicated for each magazine plus shipping and handling—add **\$2 for U.S.**, **\$3 for Canada** and **\$5 for foreign orders**—in U.S. funds only for each magazine! Orders should be mailed to: **Ziff-Davis Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338**

Always find one at: Software Etc., Babbages, K mart, Wal-Mart, Electronics Boutique, Waldenbooks, Target, Borders, Crown Books, Barnes & Noble

Next Month

All editorial content subject to change.

EXPERT GAMER™

February 1999

On sale date Jan. 26

Gamers are gonna fall in love with *Expert Gamer's* February issue. First, we'll complete the *Tomb Raider III* guide with more strategy, detailed maps and secrets.

If you don't have XG's *South Park* guide, well...it'd be like killin' Kenny. (Insert popular SP comeback!) The

strategy will contain all the necessities to help you through this game.

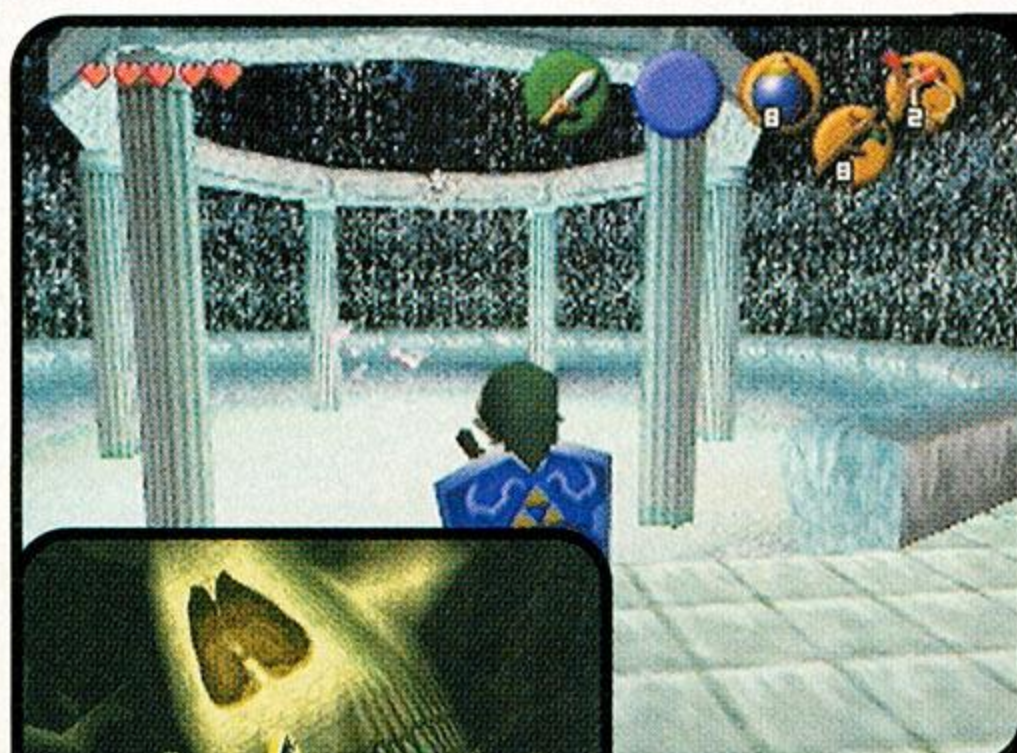
With numerous levels and different crafts to choose from, our *Star Wars: Rogue Squadron* strategy guide will show how to successfully complete each mission, the details of each craft and more!

Feature Story



XG picks up where we left off in part two of the *Tomb Raider III* strategy.

You would have to be a damn hippy to miss *Expert Gamer's* gigantic *South Park* guide.



Feature Story

EGM dives in to *Legacy of Kain: Soul Reaver* and tells players all the gut-wrenching details of what can be expected.



Open season on dinos begins as the Review Crew sets their sights on *Turok 2*.

ELECTRONIC GAMING MONTHLY™

On sale date Jan. 12

February 1999

Zombies on the brain! EGM gets face to face with writer/producer George Romero in the long-awaited interview about his upcoming production.

So many dinosaurs, so little time. The Review Crew takes a stab at the multiplayer-capable *Turok 2*. Our February issue lets readers

stand up and voice their opinions with our Readers' Choice awards. Tell us how the 1998 titles stacked up to your expectations.

Is it a coincidence our new platinum award looks like a Triforce? The question is: Will *Zelda* be sporting one or just weeping by the wayside next month?

Official U.S. PlayStation Magazine

February 1999

On sale date Jan. 19

Now that all of 1998's games have been released, it's time for the inevitable: Prepare yourself for OPM's annual awards for the best and worst games of '98.

Speeding right around the corner is our coverage on *R4: Ridge Racer Type 4*. Find out how it'll utilize the PocketStation and what kinds of

other goodies will come packed in Namco's sure-fire hit.

If that's still not enough, try more info on *Syphon Filter*, *March Madness 99* and *Contender*, plus the scoop on *Xena: Warrior Princess*. Also, look for reviews on *Clock Tower II*, *Bust-A-Move 4* and *FIFA 99*.

Feature Story



OPM has the scoop next issue on *R4: Ridge Racer Type 4*.

Now you can be a warrior princess...or at least play as one in *Xena: Warrior Princess*.



BRESoftware.Com

E-Mail: info@bresoftware.com / Automated Info: sales@bresoftware.com

Win a Dreamcast

See Details and Enter on our website

Credit Card Orders

(559) 432-2684

\$10.00 Bonus

Receive an additional \$10.00 when you sell back 5 or more complete PlayStation and/or Nintendo 64 games. This coupon must be included with your games/paperwork. Not valid on previous buybacks. We must receive your package by January 31, 1999. Not valid with any other offers. No copies accepted. 1 coupon per customer per month. XG1BB

CA\$H for your old games/systems

Receive a check back or purchase other titles of your choice - Prices in this ad good thru Jan 31, 1999

New Games Available for PlayStation and Nintendo 64 - Call for latest titles and items not listed below

All Used Games
Include Original
Boxes, Original
Instructions and
a 90 Day Warranty.



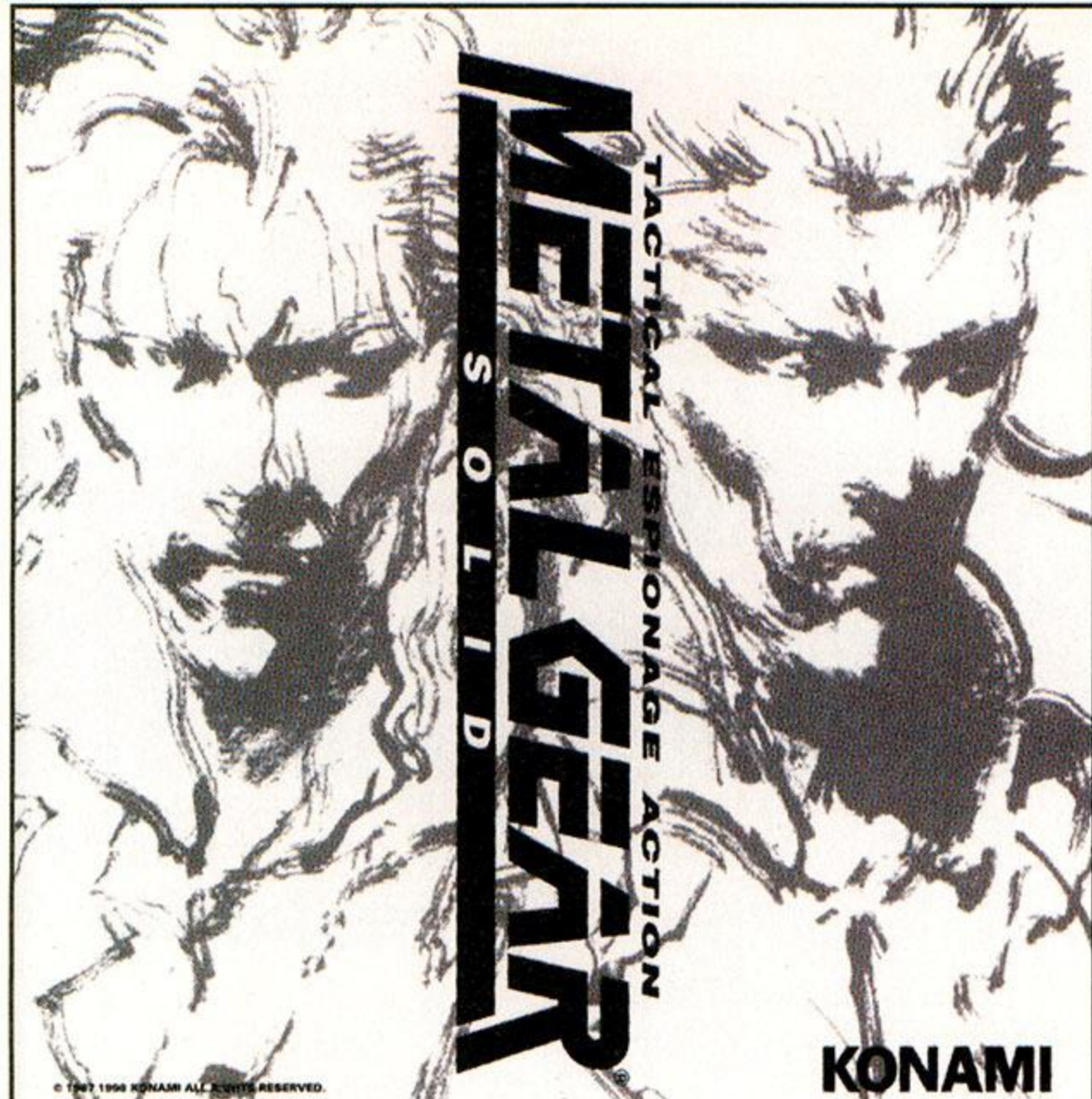
We Sell Used / We Buy

2XTREME	17.95/00
ADIDAS PWR SOCCER	17.95/00
AIR COMBAT	17.95/00
ACE COMBAT 2	29.95/14.00
ACTIVISION CLASSICS	34.95/16.00
AKUJI HEARTLESS	34.95/16.00
ALIEN TRILOGY	19.95/00
ALL STAR TENNIS '99	29.95/14.00
ALLIED GENERAL	24.95/10.00
ALONE IN THE DARK	19.95/00
ALUNDRA	29.95/14.00
ANDRETTI RACING	24.95/10.00
APOCALYPSE	34.95/16.00
ARCADE'S GREAT #1	29.95/14.00
ARCADE'S GREAT #2	29.95/14.00
AREA 51	24.95/10.00
ARMORED CORE	24.95/12.00
PROJECT PHANTASM	34.95/16.00
ARMY MEN 3D	34.95/16.00
ASSAULT	34.95/16.00
ASTEROIDS	29.95/14.00
ATARI COLLECT. #1	29.95/14.00
ATARI COLLECT. #2	29.95/14.00
AUTO DESTRUCT	24.95/12.00
AZURE DREAM	34.95/16.00
BACKSTREET BILLIARDS	34.95/16.00
BALLBLAZER CHAMP	17.95/00
BASS LANDING	39.95/20.00
BASS MASTERS CLASS	39.95/18.00
BATMAN & ROBIN	29.95/14.00
BATMAN FOREVER	24.95/12.00
BATTLE ARENA TOSH 2	19.95/00
BATTLE ARENA TOSH 3	19.95/00
BATTLE STATIONS	24.95/12.00
BATTLESHIP	34.95/16.00
BATTLESPORT	24.95/12.00
BEAST WARS	24.95/10.00
BEAVIS & BUTT-HEAD	34.95/16.00
BEYOND THE BEYOND	29.95/14.00
BIG AIR SNOWBOARD	34.95/16.00
BIG BASS WRLD CHMP	34.95/16.00
BIG RACE USA	34.95/16.00
BIOFREAKS	24.95/12.00
BLACK BASS	34.95/16.00
BLACK DAWN	17.95/00
BLAST RADIUS	34.95/16.00
BLASTO	29.95/14.00
BLAZING DRAGONS	24.95/12.00
BLOODY ROAR	29.95/14.00
BOGEY DEAD 6	29.95/14.00
BOMBERMAN	34.95/16.00
FANTASY RACE	34.95/16.00
BOTTOM OF THE 9TH '97	17.95/00
BRABRA FENCE	17.95/00
MUSASHI	34.95/18.00
BRAVO AIR RACE	24.95/12.00
BREATH OF FIRE 3	34.95/16.00
BRIGANDINE	34.95/16.00
BROKEN HELIX	24.95/12.00
BROKEN SWORD	24.95/12.00
BUNNIES BOWLING	34.95/16.00
BUBBLE BOBBLE	29.95/14.00
BUSBY 3D	24.95/12.00
BUGRIDERS	24.95/12.00

BUGS LIFE	34.95/16.00
BUSHIDO BLADE	17.95/00
BUST A MOVE 2	24.95/12.00
BUSTER BROS. COL.	29.95/14.00
C CONTRA ADVENTURE	24.95/10.00
CAESARS PALACE	34.95/14.00
CAESARS PALACE 2	34.95/18.00
CAPCOM GENERATIONS	29.95/15.00
1942 SERIES	29.95/15.00
SF 2 COLLECTION	34.95/16.00
CARDINAL SYN	29.95/14.00
CARMAGEDDON 2	34.95/16.00
CARNAGE HEART	24.95/12.00
CAROM SHOT	34.95/16.00
CART WORLD SERIES	19.95/00
CASPER	19.95/00
CASTLEVANIA	29.95/14.00
CENTPEDE	29.95/14.00
CHESSMASTER	24.95/12.00
CHRON. OF SWORD	29.95/14.00
CIRCUIT BREAKERS	29.95/14.00
CITY OF LOST CHILD.	29.95/14.00
CLOCK TOWER	34.95/16.00
CLOCK TOWER II	34.95/16.00
CODE NAME: TENKA	24.95/12.00
COLONY WARS	29.95/14.00
COLONY WARS VENG.	34.95/18.00
COMMAND & CONQUER	29.95/12.00
RED ALERT	24.95/14.00
RETAIATION	34.95/18.00
CONGO	24.95/08.00
CONSTRUCTOR	34.95/16.00
CONTRA LEGACY WAR	24.95/12.00
CONTRACT	29.95/15.00
COOLBOARDS	17.95/00
COOLBOARDS 2	17.95/00
COOLBOARDS 3	17.95/00
COURIER CRISIS	24.95/12.00
COVERT WARS	34.95/16.00
CRASH BANDICOOT	17.95/00
CRASH BANDICOOT 2	17.95/00
CRASH BANDICOOT 3	34.95/20.00
CRIME KILLER	34.95/16.00
CRITICAL DEPTH	19.95/00
CROC	24.95/12.00
CROW CITY OF ANGELS	29.95/12.00
CRUSADER NO REM.	19.95/00
CRYPT KILLER	19.95/00
D	29.95/12.00
DAREDEVIL FIGHT 3D	19.95/00
DARK FORCES	29.95/14.00
DARK GUNS	34.95/16.00
DARKLIGHT CONFLICT	19.95/00
DARKSTALKERS	19.95/00
DARKSTALKERS 3	34.95/16.00
DEAD BALL ZONE	29.95/15.00
DEAD IN THE WATER	34.95/16.00
DEAD OR ALIVE	24.95/12.00
DEAD UNITY	34.95/16.00
DEATHTRAP DUNGEON	24.95/12.00
DESCENT MAXIMUM	24.95/12.00
DESTREGA	34.95/16.00
DESTRUCT. DERBY	17.95/00
DESTRUCT. DERBY 2	19.95/00
DEVIL DICE	29.95/15.00
DIABLO	29.95/15.00
DIABOLICAL ADVS TOBU	34.95/16.00
DIEHARD TRILOGY	19.95/00
DISCOWORLD	29.95/14.00
DISCOWORLD 2	19.95/00
DISRUPTOR	34.95/16.00
JEREMY MCGRATH	34.95/16.00
SUPER CROSS '98	34.95/16.00
JERSEY DEVIL	19.95/00
JET MOTO	29.95/14.00
JET MOTO 2	19.95/00
JOHNNY BAZOOKATONE	29.95/14.00
JUDGE DREDD	24.95/12.00
JUMPING FLASH 2	34.95/16.00
JURASSIC PARK L.W.	24.95/10.00
K1 ARENA FIGHTERS	39.95/20.00
KAGERO CASTLE	34.95/16.00
OF DECEPTION	34.95/16.00
KARTIA	39.95/18.00
STRATEGY GUIDE	9.95/20.00
KILLING ZONE	17.95/00
KING OF FIGHTERS	19.95/00
KING'S FIELD	19.95/00
KING'S FIELD II	24.95/12.00
KINGSLEY	29.95/14.00
KLONKA	34.95/16.00
KNOCKOUT KINGS	34.95/16.00
KULA WORLD	17.95/00
LEAGUE OF PAIN	24.95/12.00
LEGACY OF KAIN	24.95/12.00
LEMONS	34.95/16.00
LEMMINGS 3D	29.95/14.00
LEMMINGS 3D	29.95/10.00
LETHAL ENFORCER 182	29.95/12.00
LOADED	19.95/00
LODE RUNNER	34.95/16.00
LUCKY LUKE	39.95/20.00
LUNAR	19.95/00
MADDEN '98	34.95/18.00
MADDEN '99	34.95/18.00
MAGIC CARPET	29.95/14.00
MAGIC GATHERING	29.95/14.00
MAJOR LEAGUE SOC.	29.95/14.00
MARCH MADNESS	17.95/00
MARVEL SUPER HEROES	29.95/14.00
MARVEL SUPER HEROES	29.95/14.00
VS. STREET FIGHTER	39.95/20.00
MASS DESTRUCTION	24.95/12.00
MASTERS MONSTERS	34.95/16.00
MASTERS TERS KASI	29.95/14.00
MAXIMUM FORCE	19.95/00
MDK	24.95/12.00
MECHWARRIOR 2	24.95/12.00
MEDIEVIL	29.95/15.00
MEGAMAN 8	29.95/14.00
MEGAMAN LEGENDS	34.95/16.00
MEGAMAN X4	29.95/14.00
METAL GEAR SOLID	39.95/20.00
MISSION HANDBOOK	9.95/20.00
STRATEGY GUIDE	9.95/20.00

ESPN EXTREME GAMES	24.95/12.00
EXCALIBUR 2555 AD	29.95/14.00
EXTREME PINBALL	24.95/08.00
FANTASTIC FOUR	19.95/00
FELONY 11-79	24.95/12.00
FIFA SOCCER '97	24.95/12.00
FIFA ROAD TO THE	29.95/14.00
WORLD CUP '98	34.95/16.00
FIFA '99	34.95/16.00
FIFTH ELEMENT	34.95/16.00
FIGHTING FORCE	24.95/12.00
FINAL DOOM	29.95/14.00
FINAL FANTASY VII	34.95/16.00
OFFICIAL GUIDE	9.95/20.00
FINAL FANTASY	29.95/14.00
TACTICS	17.95/00
FORMULA 1	24.95/12.00
FORMULA 1 CHAMP. ED.	34.95/16.00
FORMULA 1 '98	34.95/16.00
FORSKEN	29.95/14.00
FOX SPORTS GOLF '99	29.95/14.00
FOX SPORTS HOCKEY	29.95/14.00
FOX SPORTS SOCCER	29.95/14.00
FOX SPORTS TENNIS	29.95/14.00
FROGGER	29.95/14.00
FUTURE COP LAPD	29.95/15.00
G DARIUS	29.95/14.00
G POLICE	24.95/12.00
G SHOCK	24.95/16.00
GALLOP RACER	34.95/16.00
GAME OF LIFE	29.95/14.00
GAME SHARK W/BOOK	34.95/16.00
GEX	19.95/00
GEX ENTER GECKO	29.95/15.00
GHOST IN THE SHELL	24.95/12.00
GHOST RIDER	29.95/14.00
GHOULS & GHOSTS	34.95/16.00
GLOBAL DOMINATION	34.95/16.00
GOAL STORM '97	19.95/00
GOLDEN GOAL SOCCER	34.95/16.00
GOLDEN NUGGET	34.95/15.00
GRAND THEFT AUTO	34.95/18.00
GRAND TOUR RACING	34.95/12.00
GRAN TURISMO	34.95/18.00
STRATEGY GUIDE	9.95/20.00
GRANSTREAM SAGA	34.95/16.00
STRATEGY GUIDE	9.95/20.00
GUILY GEAR	34.95/14.00
GUNDAM	34.95/16.00
HEART OF DARKNESS	29.95/14.00
HEAVY GEAR	29.95/14.00
HERC'S ADVENTURE	29.95/14.00
HERCULES	29.95/14.00
HEXEN	24.95/10.00
HOT SHOTS GOLF	34.95/15.00
IGGY'S RECKIN' BALLS	29.95/14.00
IMPACT RACING	19.95/00
INCREIBLE HULK	24.95/12.00
INCREIBLE IDIOTS	34.95/14.00
INDEPENDENCE DAY	29.95/14.00
INTELLIGENT QUBE	24.95/12.00
INTL RALLY CHAMP	34.95/16.00
INTL SUPERSTAR	29.95/14.00
SOCCER '98	29.95/14.00
INTL TRACK & FIELD	19.95/00
INVASION FRM BEYOND	34.95/14.00
IRON & BLOOD	24.95/10.00
IRON MAN X-O MAN	24.95/10.00
JEFF GORDON RACING	39.95/20.00
JEOPARDY	34.95/16.00
JEREMY MCGRATH	34.95/16.00
SUPER CROSS '98	34.95/16.00
JERSEY DEVIL	19.95/00
JET MOTO	29.95/14.00
JET MOTO 2	19.95/00
JOHNNY BAZOOKATONE	29.95/14.00
JUDGE DREDD	24.95/12.00
JUMPING FLASH 2	34.95/16.00
JURASSIC PARK L.W.	24.95/10.00
K1 ARENA FIGHTERS	39.95/20.00
KAGERO CASTLE	34.95/16.00
OF DECEPTION	34.95/16.00
KARTIA	39.95/18.00
STRATEGY GUIDE	9.95/20.00
KILLING ZONE	17.95/00
KING OF FIGHTERS	19.95/00
KING'S FIELD	19.95/00
KING'S FIELD II	24.95/12.00
KINGSLEY	29.95/14.00
KLONKA	34.95/16.00
KNOCKOUT KINGS	34.95/16.00
KULA WORLD	17.95/00
LEAGUE OF PAIN	24.95/12.00
LEGACY OF KAIN	24.95/12.00
LEMONS	34.95/16.00
LEMMINGS 3D	29.95/14.00
LEMMINGS 3D	29.95/10.00
LETHAL ENFORCER 182	29.95/12.00
LOADED	19.95/00
LODE RUNNER	34.95/16.00
LUCKY LUKE	39.95/20.00
LUNAR	19.95/00
MADDEN '98	34.95/18.00
MADDEN '99	34.95/18.00
MAGIC CARPET	29.95/14.00
MAGIC GATHERING	29.95/14.00
MAJOR LEAGUE SOC.	29.95/14.00
MARCH MADNESS	17.95/00
MARVEL SUPER HEROES	29.95/14.00
MARVEL SUPER HEROES	29.95/14.00
VS. STREET FIGHTER	39.95/20.00
MASS DESTRUCTION	24.95/12.00
MASTERS MONSTERS	34.95/16.00
MASTERS TERS KASI	29.95/14.00
MAXIMUM FORCE	19.95/00
MDK	24.95/12.00
MECHWARRIOR 2	24.95/12.00
MEDIEVIL	29.95/15.00
MEGAMAN 8	29.95/14.00
MEGAMAN LEGENDS	34.95/16.00
MEGAMAN X4	29.95/14.00
METAL GEAR SOLID	39.95/20.00
MISSION HANDBOOK	9.95/20.00
STRATEGY GUIDE	9.95/20.00

MICRO MACHINES	24.95/14.00
MK MYTHOLOGIES	24.95/10.00
MK TRILOGY	19.95/00
MLB '98	17.95/00
MLB '99	29.95/14.00
MONKEY HERO	24.95/12.00
MONOPOLY	17.95/00
MONSTER RANCHER	24.95/12.00
MORTAL KOMBAT 3	17.95/00
MORTAL KOMBAT 4	34.95/16.00
STRATEGY GUIDE	9.95/20.00
MOTO RACER	24.95/10.00
MOTO RACER 2	34.95/16.00
MOTOR TOON G.P.	24.95/10.00
MOTORHEAD	34.95/16.00
MR DOMINO	24.95/14.00
MYST	19.95/00
N2O NITROUS OXIDE	24.95/12.00
NAMCO MUSEUM	34.95/16.00
VOLUME 1	29.95/14.00
VOLUME 2	29.95/14.00
VOLUME 3	29.95/14.00
VOLUME 4	29.95/14.00
VOLUME 5	29.95/14.00
NANOTEK WARRIOR	29.95/16.00
NASCAR RACING '98	29.95/15.00
NASCAR RACING '99	29.95/14.00
NATIONAL HOCKEY NT	24.95/12.00
NBA FAST BREAK '99	34.95/16.00
NBA HANGTIME	24.95/16.00
NBA IN THE ZONE '98	29.95/14.00
NBA JAM EXTREME	19.95/00
NBA LIVE '98	29.95/14.00
NBA LIVE '99	29.95/14.00
NBA SHOOTOUT '98	24.95/12.00
NBA SHOOTOUT '99	24.95/12.00
NBA TONIGHT	24.95/16.00
NCAA FOOTBALL '98	29.95/14.00
NCAA FOOTBALL '99	29.95/14.00
NCAA GAMBKR '98	19.95/00
NCAA GAMBKR '99	29.95/14.00
NECRODOME	29.95/14.00
NEED FOR SPEED	19.95/00
NEED FOR SPEED 2	24.95/12.00
NEED FOR SPEED 3	24.95/12.00
NEED FOR SPEED 4	24.95/12.00
NFL BLITZ	34.95/16.00
STRATEGY GUIDE	9.95/20.00
NFL GAMEDAY '98	17.95/00
NFL GAMEDAY '99	34.95/18.00
NFL XTREME	29.95/12.00
NHL '98	19.95/00
NHL '99	29.95/14.00
NHL BREAKAWAY '98	17.95/00
NHL FACE OFF '98	17.95/00
NHL FACE OFF '99	29.95/14.00
NHL POWERPLAY '98	24.95/08.00
NIGHTMARE CREAT.	19.95/00
NORSE BY NORSWEST	24.95/12.00
NUCLEAR STRIKE	24.95/12.00
ODD WORLD	19.95/00
ABE'S ODDYSEE	19.95/00
ADDWORLD	34.95/16.00
ABE'S EXODUS	34.95/16.00
ODT	17.95/00
OFF WORLD INTER.	34.95/16.00
OGRE BATTLE	39.95/18.00
OLYMPIC SUM. GAMES	19.95/00
ONE	19.95/00
OVERBLOOD	24.95/12.00
PAC MAN 3D	34.95/16.00
PAC MAN GHOST ZONE	34.95/14.00
PANDEMONIUM	19.95/00
PANDEMONIUM 2	24.95/12.00
PANZER GENERAL	29.95/12.00
PARAPPA THE RAPPA	37.95/20.00
PARASITE EVE	19.95/00
PEAK PERFORMANCE	34.95/16.00
PENNY RACERS	19.95/00
PERFECT WEAPON	29.95/14.00
PERSONA	19.95/00
PGA TOUR GOLF '96	24.95/10.00
PGA TOUR GOLF '97	24.95/10.00
PGA TOUR GOLF '98	34.95/15.00
PITFALL 3D	24.95



© 1997 1998 KONAMI ALL RIGHTS RESERVED.

Order *Metal Gear Solid Original Game Soundtrack* online at: www.gamemusic.com or call us at 1-800-979-9889. To order with check or money order, please send \$23.99 (\$18.99 + \$5 S&H) to:

Game Music Online
3778 Rockwell Ave.
El Monte, CA 91731

Sorry no C.O.D. Please make check payable to Game Music Online. You should receive your CD two weeks after the order is received by Game Music Online. California residents please add 8.25% sales tax.

GMO
Game Music Online
www.gamemusic.com
1-800-979-9889

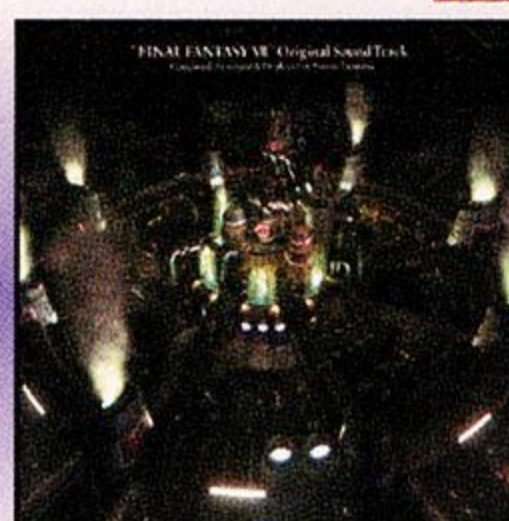
Log on to our web site for detailed product information, reviews, and other goodies. We have more than 450 titles in stock, ready to be shipped out.

If you are looking for game reviews, hints, cheats, codes, FAQs, screenshots, and lots of other cool stuff, point your web browser to:

www.gamedatabase.com

The amazing soundtrack
for the hit Playstation game
Metal Gear Solid
at the incredible price of
\$18.99!

Also available at Game Music Online



Final Fantasy VII OST (4CD set)
SSCX10004



Dracula X Original Soundtrack
KICA7760



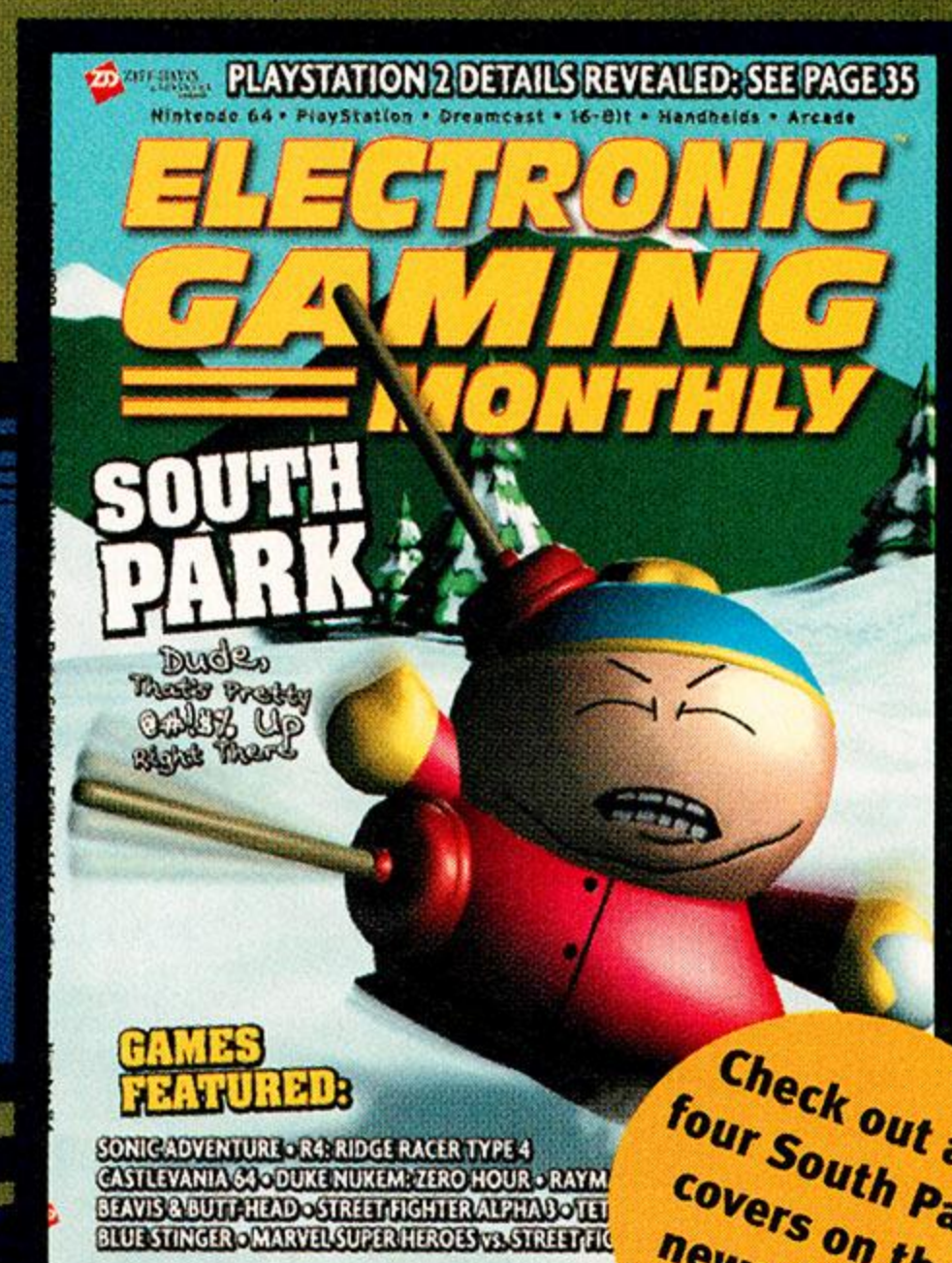
Final Fantasy VII Reunion Tracks
SSCX10012

If you don't have Internet access, please call our toll-free number at 1-800-979-9889. Outside of US, please call 1-626-575-0873. Phone hours are Monday - Friday, 9 - 5 Pacific Time. We accept Visa/MasterCard/AMEX. All trademarks are the properties of their respective owners. Game Music Online - 3778 Rockwell Ave. El Monte, CA 91731. E-Mail: gmo@gamemusic.com Fax: 1-626-575-0879 Sorry, our office is not opened to public.

Subscribe to the best in the industry: ELECTRONIC GAMING MONTHLY...

- **Multiperson Reviews!**
- **The First with Big Gaming News!**
- **The Latest Gaming Gossip!**
- **Exclusive Previews!**
- **Cool Tricks for all Game Systems!**

**Subscribe Today or
Buy it on Newsstands!
But Get It. Get It?**



Check out all
four South Park
covers on the
newsstands!



ADVERTISER INDEX

3DO.....	40-41
www.3DO.com	
989 Studios.....	21
www.989studios.com	
Atlus.....	7, 43, 89
www.atlus.com	
BRE Software.....	157
www.bresoftware.com	
Capcom.....	11, 26-27
www.capcom.com	
Chips & Bits.....	134
www.cdmag.com/chips.html	
Crave Entertainment.....	64-65
www.cravegames.com	
Eidos.....	12-13, 46-47, 53
www.eidosinteractive.com	
Electronics Boutique.....	121-33
www.ebworld.com	
Funco.....	159
www.funcoland.com	
Game Music Online.....	158
www.gamemusic.com	
GT Interactive Ent.....	34-35
www.gtinteractive.com	
Interact Accessories.....	56-57, 162-63
www.interact-acc.com	
Jaleco.....	25
www.jaleco.com	
Japan Video Games.....	160
Madcatz.....	37
www.madcatz.com	
Nintendo of America.....	2-3, 30-31
www.nintendo.com	
Nuby.....	23
www.nubyonline.com	
Psygnosis.....	4-5, 45
www.psygnosis.com	
Rocket Game Products.....	161
www.rocketgameproducts.com	
Sony Computer Entertainment.....	8-9, 16-17
www.playstation.com	
Sega of America.....	164
www.sega.com	
THQ, Inc.....	29, 51
www.thq.com	
UBI Soft.....	15, 39
www.ubisoft.com	
Working Designs.....	72-73
www.workingdesigns.com	

FuncoLand SuperStore

1000's More Titles Available!

Want Something? Can't Find It?

WE'VE GOT IT!

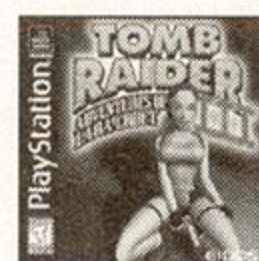
We Sell Previously Played
Video Games, Decks & Accessories
at Great Prices.

We also Sell New Products!

612-946-8103

Nintendo

Bubble Bobble	\$13
Contra	\$13
Excitebike	\$7
Hogans Alley	\$5
Kung Fu	\$2
Mega Man	\$25
Operation Wolf	\$2
Rad Racer	\$4
Super Mario 3	\$3
Tecmo Bowl	\$3
Wheel of Fortune	\$7
Yoshis Cookie	\$7
Zelda 2	\$11



PlayStation

Alien Trilogy	\$15
Battle Arena Tohshin	\$11
D	\$25
Gex	\$19
Independence Day	\$19
Jet Moto	\$17
John Madden 97	\$11
Killeak-DNA	\$8
Mortal Kombat Trilogy	\$13
Nascar	\$25
Ogre Battle	\$39
Primal Rage	\$18
Resident Evil	\$29
SimCity 2000	\$28
Tekken 2	\$19
Wipeout	\$13

SNES



Aerobiz	\$13
Donkey Kong City	\$19
Griffey Baseball	\$13
Home Alone	\$13
Lion King	\$15
Mario Kart	\$25
NBA Jam	\$5
Ogre Battle	\$59
PGA Golf	\$25
Rom 3 Kings 2	\$13
Sup Mario All Stars	\$19
TMNT 4	\$8
WWF Raw	\$25
X-Men	\$11
Yoshi's Island	\$25

Nintendo64

GameBoy

Alleyway	\$11
Baseball	\$11
Dr. Mario	\$11
Fortress of Fear	\$7
In Your Face	\$7
John Madden 96	\$18
Jurassic Park	\$17
Kirbys Dreamland	\$18
Metroid 2	\$13
NBA Jam	\$19
Pipe Dream	\$8
Super Mario Land 3	\$24
Tetris	\$13
TMNT	\$12
Zelda Link	\$19



Cruis n USA	\$29
Doom 64	\$19
FIFA Soccer 97	\$25
Gretzky 64	\$15
Golden Eye 007	\$38
Killer Instinct Gold	\$29
Mario Kart 64	\$38
Mortal Kombat Tri	\$25
Pilotwings 64	\$35
Star Fox 64	\$25
Star Wars Shadows	\$25
Super Mario 64	\$35
Turok	\$25
War Gods	\$15
Wave Race	\$39

Game Gear

SEGA

Saturn

We Accept:



Online Ordering!!

For the Hottest Tips &
The Hottest Games at the Hottest Prices
Check us out!
<http://www.funcoland.com>

Also Available

To purchase: **Call for Current Prices**, send check, money order, or credit card number to Funco, Inc., 10120 West 76th Street, Mpls, MN 55344. Add \$1.99 per item (\$3.99 per control deck) for shipping and \$4.00 handling charge. For Canada, Guam, Puerto Rico, and Virgin Islands please double the per item charges. Please call for all other international orders. CA, CT, IL, IN, KS, MA, MD, MI, MN, MO, NJ, NY, OH, PA, RI, TX, VA, WA & WI residents please add applicable sales tax. All prices based on US funds. Most games delivered within 7-10 business days. Generally games don't come with boxes or manuals. We are sorry but we can't accept requests for them. Rush delivery is available. **All sales are final.** Defectives replaced with same item. All prices are subject to change. We reserve the right to refuse any purchase or sale. WQ

**All Games Come With a
90 Day Warranty!**
ONE YEAR Warranties are Available
Hours: Mon-Fri 9:00am to
7:00pm Central

612-946-8103

JAPAN VIDEO GAMES

YOUR #1 SOURCE OF AMERICAN AND JAPANESE VIDEO GAMES



IMPORT

Capcom Gen. vol 1~4
Pia Carrot 2
Falcom Classic II
Lunar 2
Steam Heart
Grandia
Sakura War 2
Evangelion S.G.F.
Cotton Boomerang
Langrissier 5
S. Robot War F Final
Striker 1945 II
Sega Ages Galaxy Force 2
Super Adventure Rockman
Evangelion 2nd Impression



Pocket Fighter \$49



Dracula X \$39



X-Men vs SF \$49



F. Pro Wrestling \$35



Vampire Savior \$49



Radiant Silver Gun \$54



Shining Force 3 III \$49



Real Bout F.F. Col \$49



Saturn converter \$20



Shining Force 3 II \$49



Samurai Col. \$49



Deep Fear \$54



DBZ Legend \$39



Marvel S.H. VS SF \$54



King Of Fighter Col. \$59



Capcom Gen. Vol 2 \$49



Guardian Force \$39



Image Fight \$39



Dragon Ball Z Legend \$39



Capcom Gen. vol. 2 \$54



King Of Fighters 97 \$49



Choro Q Marine Boat \$39



Dragon Ball GT \$39 (import)



Brave Fencer Musashiden

King of Fighter Kyo

Puzzle Bobble 4

Capcom Gen. vol 1~4

Beat Mania

Destrega

Advanced V. G. 2

Armed Fighter

R-Type Δ

Max 2

Do Don Pachi

SD Gundam G Generation

Star Ocean 2nd Story

Godzilla

Final Fantasy 5

Final Fantasy 8

R4-Ridge Racer 4

Exodusguilty

Kitty the Kool

Vampire Savior Ex Ed.

Macross \$39

PSX VCD Adaptor \$69

Saga Frontier \$19(import)

Gunbarl \$49

Max 2 \$49

Guilty gear \$54

Thrill Kill

WCW/ NWO Live

Rally Cross 2

Twisted Metal 3

Tomb Raider 3

Knockout Kings

Dark Stalker 3

NBA Shootout 99

Crash Bandicoot 3

Brave Fencer

Bushido Blade 2

NBA Live 99

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD

Movie V CARD



IMPORT

Star Soldier
Pokemon Stadium
Powerful Baseball 5
Simcity 2000
Augusta Golf 98
Tamagotchi World
Puyo Puyo Sun 64
Doraemon
Wonder Project J2
Famista 64
F-Zero X

Please call for any titles not listed above.

U.S.

Earthworm Jim 3D
South Park
Rogue Squadron
Zelda 64
NBA Jam 99
Turok 2
Wipe Out 64
Rush 2
Twisted Edge
WCW/NWO Revenge

Now you can play import N64 games on U.S. N64 system with N64 converter \$15



Pokemon Stadium \$59



Virtual Pro Wrestling 64 \$54



Super Robot Spirits \$65



Sumo 64 \$59



Brave Spirits \$29



Super B-Daman \$49



Final Fantasy 7 Action Figures Set: \$25
(Cloud, Tifa, Aerith, Barrett set of 4)
Vincent, Sephiroth \$15/ea.

8" Macross Action Figure (vol 1~12) \$19/ Ea
8" Evangelion Action Figure \$19/ Ea
3" Rockman Action Figure \$15/ Ea

DBZ Super Battle Collection Action Figures Volume, 1-38 Price From \$12 or up.



WE ALSO CARRY POSTERS, NOVELTIES, WALL SCROLLS, AND GAME MUSIC CDS

ORDER HOT LINE: 626-281-9282
DEALER & WHOLESALERS WELCOME
710-1 W. LAS TUNAS, SAN GABRIEL, CA 91776 • FAX: 626-458-6845



710-1 W. LAS TUNAS, SAN GABRIEL, CA 91776 • FAX: 626-458-6845



FUEL FOR YOUR GAME SYSTEM



Game Champions \$19.99 plus s&h

Game Champions™ are cheat cartridges preloaded with cool cheats and game saves for the biggest and best Playstation® and N64™ games. Gain best times, maximum scores, super strength, extra weapons, and access those levels and vehicles you only ever dreamed of playing! Simply plug into your memory card slot, load the save and play to win!!!

GAME CHAMPION Cheat Library includes: WWF WARZONE™ - PSX • QUEST 64™ - N64
WWF WARZONE™ - N64 • MORTAL KOMBAT™ 4 - PSX • GRAN TURISMO™ - PSX • MORTAL KOMBAT™ 4 - N64
TEKKEN 3™ - PSX • FINAL FANTASY VII™ - PSX • TENCHU: STEALTH ASSASSINS™ - PSX • RESIDENT EVIL 2™ - PSX
METAL GEAR SOLID™ - PSX

CALL FOR UPDATED LIST!!!



GAMESHARK™

Available for:

PSX®
N64™
Sega Saturn™ - \$42.99 plus S&H
GameBoy™ & GameBoy Pocket™ - \$29.99 plus S&H

ABUSE THE POWER!!!

Take gaming to new levels of fun and excitement! Gain access to new levels and weapons with the press of a button. Even the odds with infinite health, endless ammo and unlimited time. GameShark™ takes you where you want to go!



WHAT'S NEW

• GAMESHARK™ Upgrade Service \$19.99 plus s&h

If you don't have a GameShark™ Version 2.0 or higher you are missing out on cheats for the hottest games, cool utility programs like Memory Manager, CD image viewer, movie player, and Rocket's GameShark Enhancement CD's!

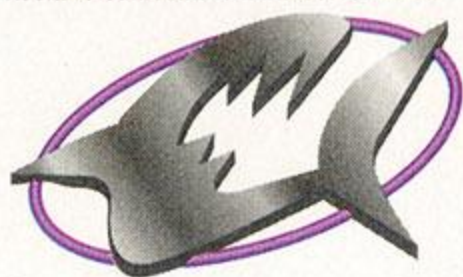
- Upgrade your PSX®, & Sega Saturn™ GameShark™ to the latest version!
- We'll upgrade your GameShark™ cheat code library! Simply send us your GameShark™ in a package titled "Rocket Upgrade" to the address below, and we'll do the rest in 14 days or less!!!

****Call to find out latest version upgrade available!**



• PSX GAMEBOOSTER - \$49.99 plus s&h

It's true, now play all your favorite GameBoy® games on your Playstation® console! Games are viewed full screen in full color! Loaded with GameShark codes to help beat your favorite Game Boy® games, code creation software, and much more.



• SHARKLINK - \$49.99 plus s&h

The hacking tool the pro's use to create unique and powerful GameShark™ codes for N64™, Playstation® or Sega Saturn™, copy and transfer game save data from your console to your PC and vice versa, and upgrade your GameShark™ to the latest version from the web!

*Requires IBM compatible PC with expansion slot and Win '95.
*N64™ systems requires Cheat Development Kit.



• N 64 CHEAT DEVELOPMENT KIT - \$89.99 plus s&h

A powerful cheat training system for a GameShark™ owner. When combined with SharkLink, you'll have the ability to create your own N 64 GameShark codes. The Development Kit includes 4MB RAM expansion (increasing your N 64 memory to 8Meg!), and a special cartridge for connecting SharkLink to your PC.

*Requires SharkLink Package, PC that is IBM compatible and Win'95.

• INTERACTOR VEST - For any console or home computer. - \$29.99 plus s&h

Add force feedback to your favorite N64™, PSX®, Saturn™ or home computer games! Punches, kicks and collisions now feel REAL! Complete with jolt interface to release 'Jolt' effects from within N64™ 'Rumble' titles.

*Requires TV, Console or Home Computer to have audio output jacks



"Voted best peripheral at E3"

DexDrive

DEXDRIVE for PSX® & N64™

Copy and save stored game saves from your consoles compatible memory card to the hard drive of a PC. With help from software, email saves to other gamers, download saves from the web and transfer saves to memory cards!

*Requires IBM compatible PC & Win '95



Nintendo 64



PlayStation

\$37.99
plus s&h (both systems)

PLAYSTATION

• GAMESHARK™ ENHANCEMENT CD - for PSX® \$19.99 plus s&h

This CD adds a new range of features to your PSX® GameShark™. Contains the latest cheat libraries, version upgrades, game save cheats & much more! Simply load the CD and your GameShark does the rest!

*Requires Version 2.0 GameShark™ or higher



• CHEAT FACTORY - For use with IBM compatible PC and PSX® console \$19.99 plus s&h

Create your own cheat cartridges with this powerful utility. Select from the hundreds of game save cheats supplied or download from the Internet. Send and receive game saves over the Internet and much more!!!



• Game Champion Compilations - \$19.99 plus s&h

Racing Champion & Combat Champion Cheat Cartridge. A classic compilation of awesome game saves to help break your Racing or Combat games wide open - specially designed for the racing or combat fanatic!

GameKiller - \$29.99 plus s&h

A classic compilation of KILLER game saves for dozens of the biggest and best Playstation® games. Skip levels, meet hidden characters, gain maximum scores!



NINTENDO 64

• GAMEBOOSTER - for N64™ - \$49.99 plus s&h

Play all your favorite GameBoy™ games on your N64™ system. Games are viewed full screen in full color! Loaded with GameShark codes, code creation software, and much more.

• SHOCKWAVE - \$29.99 plus s&h

Force feedback brings your N64™ controller to life. Punches, kicks, collisions now feel real! Compatible with ALL N64™ games!!



ALSO AVAILABLE FROM ROCKET

INTERACT GAMING ACCESSORIES

N64

- Arcade Shark - Allows precision control in ANY type of game. Offers removable joystick, Four way view control, Independent auto-fire, and much more!

\$39.99
or two for
\$49.99!
plus s&h

- Shark Pad Pro 64 - Encompasses all of the features of the Shark Pad Pro 64, this time around with a unique "stingray" shape for easier analog control during gameplay!

\$24.99 plus s&h

PSX

- Light Blaster - Auto-fire, Auto-reload, Intelligent reload, Special reload knob, Set mode, Hyper button, and Memory card slot right at your finger tips!

\$22.99 plus s&h

- PS Arcade - REAL arcade joystick control and giant fire buttons you can pound on!

\$44.99 plus s&h

- Barracuda - "Total control controller" features analog stick that can be used in digital games.

\$23.99 or two for
\$29.99 plus s&h

- Program Pad - 10 easily programmable fire buttons, programmable digital direction control, slow motion and more!!

\$19.99 plus s&h

MULTI PLATFORM

- Ultra Racer 64 - For Nintendo 64 and Playstation Combines analog steering with digital control. Features a Controller Pak™ slot

\$24.99 plus s&h

- V3 Racing Wheel - For Nintendo 64 and Playstation 300 degree wheel rotation, adjustable wheel positioning, programmable fire buttons and separate analog foot pedals.

\$54.99 plus s&h



ORDER ONLINE NOW!

Call for Shipping & handling rates.
Mail your check/money order to:

Rocket Game Products
13131 56th Court Suite 303
Clearwater, Florida 33760

Please include: Your name,
return address, telephone number,
product and type of game system.

www.rocketgameproducts.com
email: sales@rocketgameproducts.com

7 days delivery on stock items

EXCHANGES ONLY

ORDER NOW!

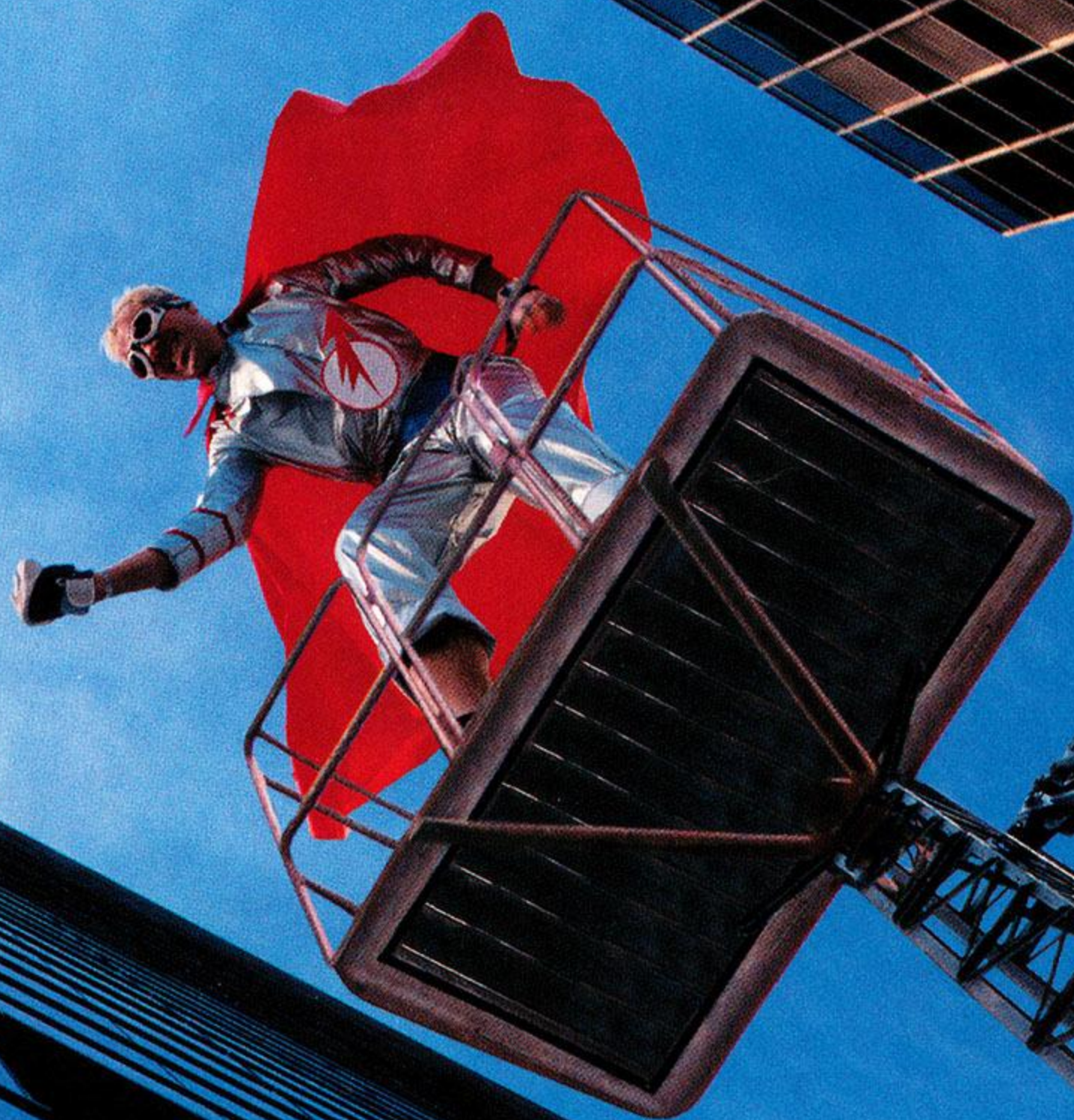
TEL: (727) 572-1096
FAX: (727) 572-1455





INTERACT

Obtain the latest codes from: www.gameshark.com • 1.900.773.SHARK (Call costs \$1.29/minute. You must be 18 years of age or have parent's permission.) Dangerous Waters Newsletter (For info call 410.785.5661) • Gaming Mags • ©1998 InterAct Accessories, Inc. A RECOTON COMPANY. All rights reserved.



QUICK LEVEL
GAIN



gameshark™



When the clutches of evil have the city by its throat, when justice rests on your shoulders and the troubled masses cry out your name, you do whatever it takes to do right. And shortcuts are no exception. With GameShark video game enhancer, you get the superpower to leap to the next level in a single bound. Long before the enemy, and the competition. You can also acquire superhuman strength, speed and longevity, if that's what the job requires. Whether you're top dog or underdog, evil will always pay, and good will always prevail.

ETERNAL
AMMUNITION



INVIS-ABILITY

IMMORTALITY



TIME TO KILL



I SEE YOU



PERPETUAL
CASH

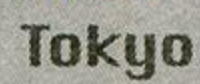
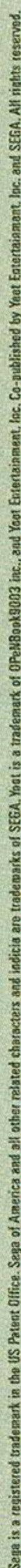


ABUSE

THE

POWER™

playstation® nintendo.64 windows.95/98 game boy.pocket™/game boy® sega saturn™



YOOT™ Tower YOU BUILD IT. YOU DEAL WITH IT.

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

